

STAR WARS

INSIDER

RISE OF THE

EMPIRE

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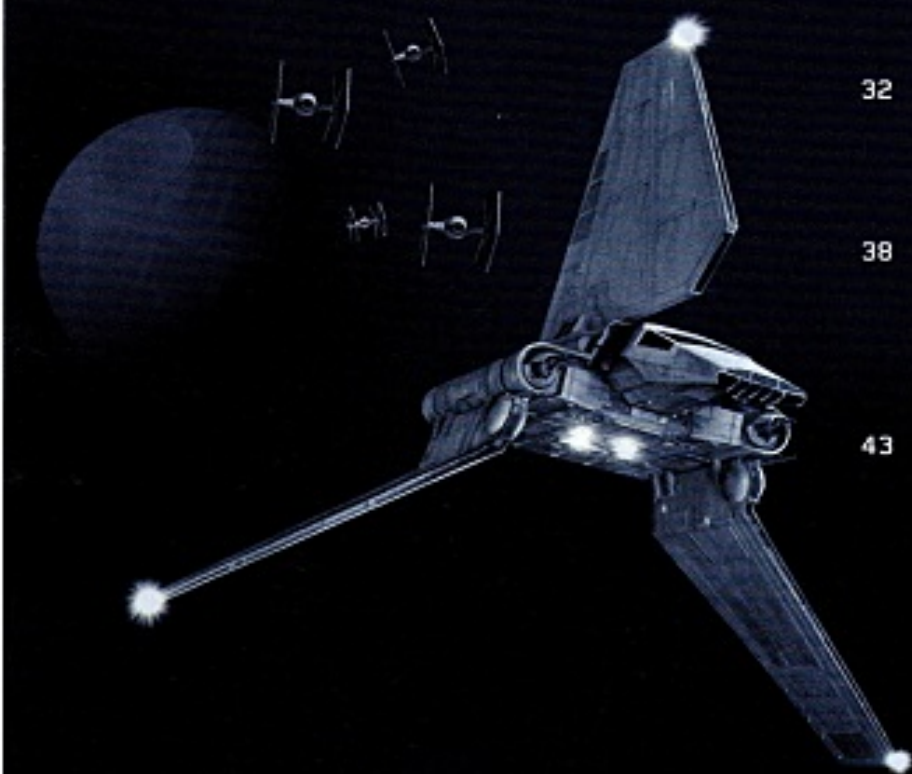
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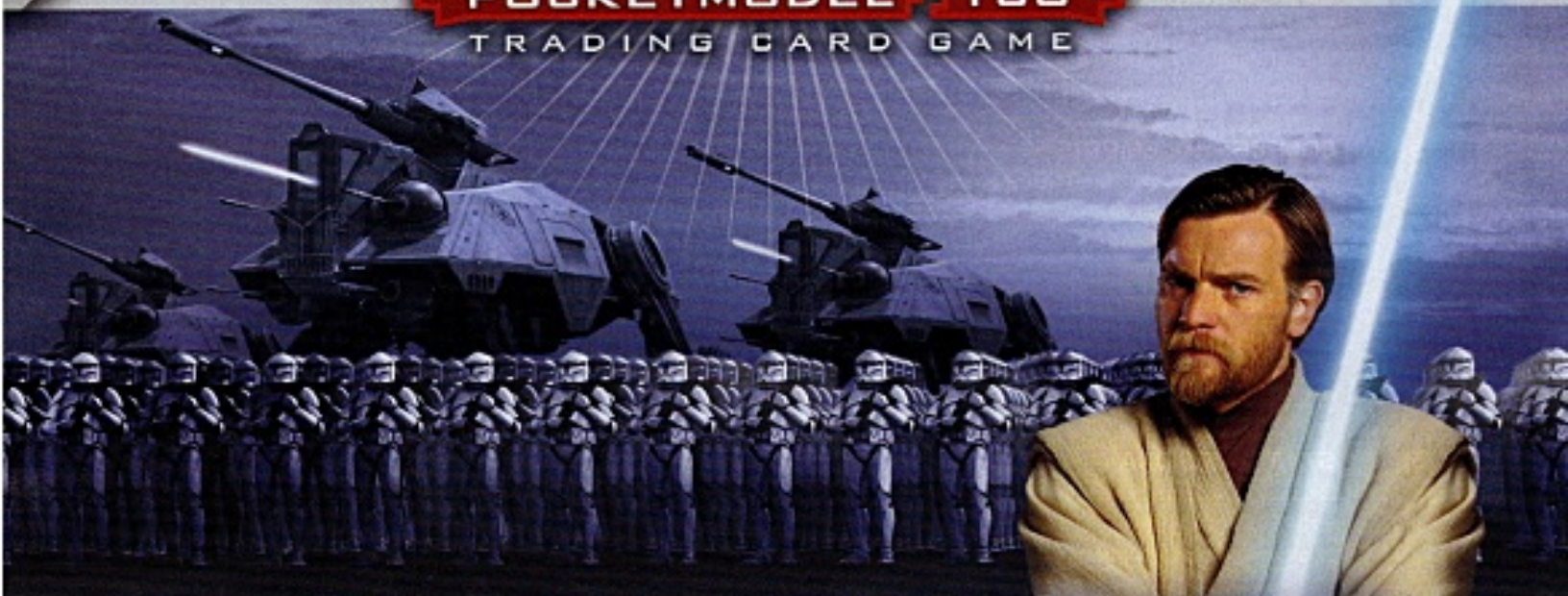
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WIZARDS

"YOU MAY FIRE WHEN READY"

When the first audiences watched the original *Star Wars*, it wasn't the plucky little blockade runner, the *Tantive IV*, that stuck in people's memories, but the vast, screen-dominating Star Destroyer (complete with sub-sonic rumble, courtesy of Ben Burtt). As it cruised endlessly overhead, it was clear that this movie's bad guys were a force to be reckoned with.

It has often been said that the Devil has the best tunes, but why are movie villains always so seductive? The coolest characters in *Star Wars* (Han Solo excepted) are often the bad guys. For every Jedi costume at a *Star Wars* event, there are often two or three Darth Vaders, Darth Mauls, or Boba Fetts. After all, the entire 501st fan-costuming organization is based around the armor as seen on "bad guy" stormtroopers (and variants)! Anyone who attended either *Celebration IV* or *Celebration Europe* will have seen that in action firsthand.

So why are the bad guys so popular when, almost inevitably, their enterprise is doomed to failure? After all, however much we might like the bad guys' style and attitude, we're still really rooting for the good guys to win (and they invariably do, except maybe in the middle film of trilogies!).

In this Imperial Special Issue of *Star Wars Insider* we're not looking at the dark side as a whole but rather the underlings and functionaries without whom the machinery of the Empire would not function. Where did they all come from, and were they evil or simply misguided? Or was it the lure of the cool uniform and even cooler spaceships that caused them to sign up? After all, Han Solo's freighter genuinely was a piece of junk in comparison to the strong, angular lines of a TIE fighter, or the formidable power of a Death Star.

We kick things off with six of the actors most closely associated with the Empire discussing their days playing the bad guys of *Star Wars*. We're also offering an insider's glimpse at the Imperial officer's handbook, a guide to who's who in the Imperial military (so you can put faces to the names—and vice versa), and a look at how aliens often helped the rise of the Empire, despite Palpatine's "Human's first" policies. We've even found room for the real-life 501st Legion, the fan-costuming organization that has a thing for stormtroopers (and charity events).

Bring peace to the galaxy through the Empire!

Brian J. Robb, Editor

STAR WARS INSIDER

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COM-SCAN

NEWS AND INFORMATION FROM THE STAR WARS UNIVERSE

THE FUTURE OF THE FORCE!

FOR THE LOWDOWN ON THE FUTURE OF *STAR WARS*, THE LIVE ACTION *STAR WARS* TV SERIES, THE 3-D VERSION OF *A NEW HOPE* AND THE NEW GEORGE LUCAS PROJECT *RED TAILS*, *STAR WARS INSIDER* WENT STRAIGHT TO THE SOURCE, PRODUCER RICK MCCALLUM.

WORDS: BRIAN J. ROBB, JONATHAN WILKINS, BRIGID CHERRY.



Taking time out from his visit to Celebration Europe, *Star Wars* producer Rick McCallum updates *Star Wars Insider* on the progress of some upcoming Lucasfilm projects. Forget the Internet rumors, here's the real deal from a guy who's in the know!

Star Wars Insider: How is the live-action *Star Wars* TV show progressing?

Rick McCallum: It's been exciting because we've had the opportunity to meet over 200 writers. George and I had a fantastic time in England, where we met about 35 or 40 writers. We met a lot in the United States, a couple in Paris, Prague, and Budapest, and then we're off to Australia at the end of July. We're trying to get a group of about five or six people from all around the world. I'm hopefully going to start the writers' conferences later this year. It'll take about six months to get the scripts, so by about 2009 we hope to actually be shooting.

Will you be shooting the show in Australia?

Right now, that's the plan. I think it's going to really depend on where the most effective and cheapest place that we can make it is. Right now, for us, that place is Australia.

How ambitious is the project going to be?

It'll be darker and more mature, and very character based. The idea is to do, say, 13 to 16 episodes over one or two years – we haven't quite figured that out yet as television is changing so dramatically worldwide. After the second or third year, one of the characters from the first series could move on to his own series. Then, by the fourth or fifth year, we would love to have four or five separate TV series of 13 episodes each running. That's a pipe dream right now, of course! But as long as it's good, and as long as people respond, and as long as we're doing it at the level we need to do it, and people care about the characters, I think that's totally possible.

In terms of distribution, would you prefer broadcast television or something else?

I think it's too early to really say, because what's going to happen over the next few years in TV will be so revolutionary. I hope that we can be part of the process of imploding the television experience. Traditional network TV doesn't really work for us because we don't want to have interrupted storytelling. Cable is definitely a possibility. It's like the battle going on between HD-DVD and BluRay. This is just my opinion here, but they could all become obsolete. The industry could go straight to broadband downloading, with filmmakers creating their own websites where they have their own material that you can download. I really believe that is the future of television, of all entertainment. I still cherish going to the cinema and having that communal experience, but there's no question that it's changing sociologically, quite dramatically.

Any updates on converting *Star Wars* to 3-D?

Well, we're ready to do it. There's an extraordinary group of filmmakers, such as Peter Jackson, Jim Cameron, Robert Rodriguez, and Bob Zemeckis, all of whom would love to be able to help push digital technology and digital exhibition. One of the ways that we can do that is by taking our most successful films and converting them to 3-D, where people will go see them because they will be presented in a way no one's ever seen them before. We think 3-D can be a tool to get theater owners to get their act together and to put digital projection in the majority of screens in the U.S. and the rest of the world. That's one of the reasons that we're doing it. I'm really excited about Jim Cameron's picture, *Avatar*, because that's been shot and conceived in 3-D, not just a conversion. At Lucasfilm, we don't have any plans to do a picture in 3-D, but we're really excited about the format.

Artistically, though, how does a 30-year-old movie convert to 3-D?

It's an interesting question, because *Star Wars* was never designed for 3-D. In a single frame there may be 30 or 40 different elements that you composite to make a frame or a sequence. In the conversion process, we're able to move those and take advantage of the 3-D process.

For real *Star Wars* fans, I think it could be a fantastic way to see all the different elements. It'll be interesting for hardcore fans.

Is 3-D the way of the future? No, because I don't believe in converting most 2-D films—except a few classic films, like *The Lord of the Rings*, *The Terminator*, *Titanic* and *Star Wars*, that can help the process of converting cinemas to digital.

Can you tell us something about *Red Tails*?

I'm really excited about *Red Tails*. We have a fantastic writer who's working on the script as we speak. We're hoping we'll have a first draft done by Christmas, and that we actually start production next year. We're just not sure if it's a summer picture or a winter picture, as it's a World War II film. If we're lucky and the script's great, then we'll start shooting close to the beginning of next year, either March or April. If not, we'll do it in the fall, I hope. It's looking good. I've been scouting locations in Italy, Croatia, Tunisia, and Hungary, so it's starting to happen.

And will George be directing that?

No. It'll be an outside director. We don't have that director yet. We won't choose that person until we've got the script.

In terms of effects, as it's a World War II movie, will you bring the full weight of ILM to the film?

Oh, absolutely. It's a story about a group of African-American kids and a remarkable story about U.S. history. Black people were not allowed to fly in the military, and Eleanor Roosevelt helped set up the Tuskegee Airmen. The story isn't about the racism that was so prevalent. It takes place not when they were fighting for the right to serve in the military, but once they get there. It's an adventure story with a group of fantastic kids, who just happen to be black, and who were major talents. They never lost a single bomber and they actually helped to liberate Berlin.

After 30 years, you've captured a new generation of fans with the *Star Wars* prequels.

Absolutely. I remember in 1992 when George started telling me about the prequels. He said, "We're going to get killed. I just wanted you to know that. This is going to be about an eight-year-old boy." We went into this knowing that a group of hardcore *Star Wars* fans, who were young when they first saw the movies, had grown up. Most people, certainly into their 20s, wanted the prequels to begin with Episode III, and then the other two would deal with Vader. George never wanted that. He wanted that other generation.

The "special editions" really helped turn that around. We realized that we were getting young kids going back three, four, five times to see the movies, and George knew he was on the right track.

So, we realized there were these two separate groups: kids from eight to about 18 love the prequels, but once they get to 18, they love the classic trilogy best. If you're under 12 or 13 years old, those films usually don't do it for you. It's hard to explain that to a 40-year-old fan! I think with Episode III, we perhaps brought peace to the two galaxies of fans. ☉

A new generation of *Star Wars* fans were captivated by the exploits of young Anakin Skywalker, but hardcore original fans had to wait until Episode III for a glimpse of Vader.



COM-SCAN



SEP. 11, 2005



STAR WARS PARTY GOES WORLDWIDE!



The droid builders proudly show off the fruits of their labor. Photo: Pete Vilmur
A Snowtrooper (right, dressed for British weather) takes aim! Photo: Bonnie Burton

WITH THE BRITISH WEATHER KEPT UNDER CONTROL, STAR WARS RETURNED TO ITS SPIRITUAL HOME WITH THE BIGGEST NON-U.S. CONVENTION EVER STAGED. BUT DID CELEBRATION EUROPE MATCH CELEBRATION IV? YOU BET IT DID!



From the ever ominous Friday the 13th (the guys at Lucasfilm clearly aren't superstitious) to Sunday the 15th of July, and within sight of the Millennium Dome, London's ExCeL event center became the place to be, not just for British fans, but also for visitors from all over Europe and around the world. An impressive line-up of names, ranging from Mark Hamill at his most enthusiastic to Billy Dee Williams offering his own brand of laconic charm, topped the bill during yet another great weekend of *Star Wars* entertainment.

If anybody thought that Europe's party might be the poor relation to *Celebration IV* they were soon proven wrong. You think the Brits are reserved? Think again! An impressive array of stormtroopers, clone troopers, Jedi Knights, and Slave Leia all joined in the fun, while life-sized ships, vehicles, sets, and even vile gangsters were on offer for fans looking for that crucial photo op.

Friday brought many highlights. The Imperials took to the stage under the expert control of Warwick Davis, while elsewhere the brilliant costume designer John Mollo discussed his part in dressing the galaxy.

The undisputed highlight of the day, however, was Mark Hamill. With immense energy, he simply owned the Celebrity Stage, playing to an unsurprisingly packed crowd. Ever the entertainer, he was quick to launch into a series of impersonations and comedic riffs that kept the laughs coming.

When Hamill mentioned hearing that he dies in the Expanded Universe, fans helped him out by shouting out that he's dead 140 years in the future. Hamill's deadpan reply, "I guess no matter how well I take care of myself, I'm a goner!" brought the house down.

Later that evening, the outdoor opening ceremony saw Steve Sansweet having to compete with low flying airplanes (London City Airport is very near the venue) to make himself heard. Luckily he won out in the end and was able to introduce some very special guests. Jerome Blake (otherwise known as Mas Amedda and Rune Haako, amongst many others) helped the organization head, Christine Hill, receive a \$10,000 check to MediCinema, a charity that works to recreate the cinema experience in hospitals, allowing patients the chance to escape from the confines of their wards. It was presented by Darren Epstein, head of Cards Inc., which was

Lucasfilm's licensee for *Celebration Europe*. The check was presented in honor of the career of actor Ian McDiarmid.

Hamill then took to the stage to introduce McDiarmid. With his jacket pulled over his head and affecting the familiar croaking malevolence of the Emperor, he wished everybody a happy Friday the 13th and entertained the crowd with a series of amusing anecdotes and tales from his work as *Star Wars'* number one bad guy.

Ironically, his role for the evening was to introduce an outdoor screening of Episode IV—which, as he remarked, is the only one he isn't in!

Settling down to an open air screening with several thousand fans, most of whom knew the movie backwards and forwards, was a fantastic experience. Making it extra special was the fact that, during Vader's choking of Admiral Motti, a voice could be heard praising the wonderful acting on display. Stepping forward: a less than modest Richard Le Parmentier!

Saturday saw the Fetts take to the stage with fan favorite Jeremy Bulloch and his younger self, Daniel Logan. Despite being from different generations and having very different styles, the two played off each other brilliantly and, when asked to dub over the



"No matter what that pirate says, I did shoot first!"
Photo: Bonnie Burton

breakfast table scene from *A New Hope* with a story involving Aunt Beru's poor cooking skills, they both rose to the occasion leaving anybody who saw it unable to watch the scene in the same way again.

Following this was the double whammy of Anthony Daniels followed by the exuberant Rick McCallum, who delighted fans with tales of *Star Wars* past and gave plenty of hope for the exciting future to come!

Sunday offered a pleasant bonus to the wealth of *Star Wars* on offer with a fascinating panel from the Indiana Jones "old boys", Lorne Peterson, Norman Reynolds, and Robert Watts supplied a dazzling collection of anecdotes that offered plenty of insight into the production of the Indy movies.

Billy Dee Williams' relaxed presence was perfect for the Sunday afternoon crowds. In fine voice (he responded to one question with a song) and happy to hug and shake hands with fans, Williams was cool, sophisticated, and very Lando.

The charity auction saw funds being raised for good causes and countless Ewok talking telephones going to good homes after years spent in the Lucas Licensing archives.

Judging from the smiling faces of fans young and not so young, the event was a huge success. There were more than 29,000 paid admissions, and another 3,500 youngsters under 8 years old who were admitted without charge.

Words: Jonathan Wilkins



A young fan helps a AT-AT driver track down his transport. It's behind you!
Photo: Bonnie Burton

A GALAXY NOT SO FAR AWAY!

STAR WARS: WHERE SCIENCE MEETS IMAGINATION AT THE CALIFORNIA SCIENCE CENTER



Photo by Stephen Campbell

Every *Star Wars* fan has dreamed of flying an X-wing fighter, traveling in a landspeeder and battling Sith (or Jedi) with a personal lightsaber. But how near reality are these inventions? Some may be a little closer than you think.

The California Science Center in Los Angeles was host to the multimedia educational event *Star Wars: Where Science Meets Imagination* earlier this year. This was the first exhibit of its kind to combine costumes and props from all six *Star Wars* films with real-world technologies. Video interviews with filmmakers, scientists, and engineers allowed visitors to discover intriguing similarities between how scientists and filmmakers think. *Star Wars* has so permeated the culture that this clever exhibition was an effective way of teaching kids about science without them realizing it.

The event included a display room full of models and video screens, two large engineering design labs where visitors could build and test speeders, robots, and talk with "Artificial Intelligence" machines. There were costumes on display, from Han Solo's Episode V attire to Anakin and Obi-Wan's garb from Episode III.

However, this was more than just another tribute to *Star Wars*. Almost every exhibit featured a real world companion. For example, a Hoth snowtrooper outfit was set up in a snow-covered diorama, and just around the corner was its Terran Arctic comparison.

A mini-hydrofoil for children to ride gave a realistic example of wheel-less travel technology, along with a LEGO building display on electromagnetic propulsion. The Wookiees took center stage in their own exhibit,

showing their relationship to the Kashyyyk environment and paralleling how many creatures in our world have a similar symbiosis.

A display of city-encrusted planet Coruscant was pitted against our own cities of tomorrow, with creators explaining how they extrapolate our high-rises growing in the centuries to come.

The Jawa sandcrawler-shaped Robot Theatre presented droids and expanding technology connecting a bionic limbs display to real life implants which are coming close to matching Darth Vader's cybernetic augmentation, although much less foreboding.

The major showcase of the exhibit was a full-size cockpit replica of the Millennium Falcon. Seven visitors at a time could watch a five-minute multimedia presentation, hosted by the voice of Anthony Daniels with assistance from R2-D2. The experience featured imagery from the Hubble space telescope, and a breathtaking journey to the edge of known space.

While the event was educational and enjoyable, it couldn't have come together as well as it did without the 501st stormtrooper legion. Most weekends they appeared in costume for photo opportunities and crowd control, helped with lectures, and hosted special events.

There was definitely enough legitimate science that children walked away with some knowledge and fans were given a glimpse of the science behind the films' technology. The exhibit, which was put together by the Boston Museum of Science and started there, is on the road again. Check starwars.com for the next locations.

Words: David Maddox

Special thanks to Shawn Crosby



SNOW PATROL

STAR WARS AUTHOR KAREN TRAVISS MEETS A 501ST MEMBER WHO GOES GREAT DISTANCES TO BE UNIQUE.

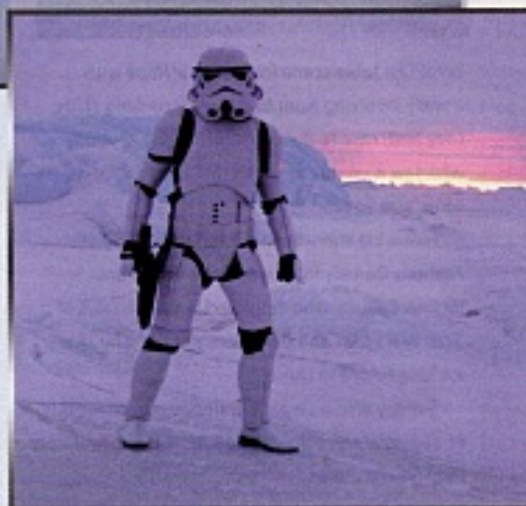
M eet the 501st's southernmost stormtrooper—and you really can't get any further south than this! Luigi De Frenza is a member of two Australian *Star Wars* fan clubs, Terror Australis Garrison (www.501tag.com) and Novus Ordo (<http://novusordo.info/>). He's currently working in the Antarctic as the resident doctor at Davis Station. Of course, like any good trooper, he takes his armor with him!

The temperature at Davis Station plummets to a Hoth-like minus 31 degrees Fahrenheit, which is no picnic in plastoid armor designed for warmer climates. Just a trip outside to pose for pictures is a serious logistics exercise in those potentially lethal temperatures.

The 18 Davis Station personnel celebrated the traditional Midwinter Solstice in June with festivities that included a swim in a man-made icehole with

sea water at 28 degrees Fahrenheit, in air of minus 4 degrees. The evening's entertainment included Luigi's debut dance act in full armor.

"I was a *Star Wars* fan as a kid, but *The Phantom Menace* rekindled my passion for it," he said. "The best part is that I can enjoy the ride with my two children Elliot and Oscar, as well as my nephew Dominic. I decided to get my stormtrooper armor just before my trip to Celebration III in Indianapolis. That was one of the best decisions I have ever made. Within two weeks of arriving in the U.S., I made many friends through the 501st and I ended up being one of the four stormtroopers asked to troop for a media junket for *Revenge of the Sith* at Skywalker Ranch. Only in America I have to admit the Antarctic, one of the cleanest and dramatically beautiful places on this Earth, comes close to topping my previous adventure."



The Antarctic is a far cry from Luigi's previous practice as a country doctor in Wellington, a rural town in New South Wales, Australia, where the temperatures can get more like Tatooine's. He's become a keen photographer of the local wildlife and landscape, and sends regular e-mail reports and newsletters back to schoolkids in Australia, detailing his Antarctic mission.

So... if this is our southernmost trooper, who's the northernmost? If you're in the frozen north, let *Insider* know. *Star Wars* is global! 🌐 **Davis Station:** To contact garrison, visit www.aad.gov.au/default.asp?casid=404



INDIANA JONES NEWSREEL

THE MAN WITH THE HAT IS BACK!

F or the first time since 1989, Harrison Ford was snapped wearing a familiar costume as the upcoming Indiana Jones adventure began production under the direction of Steven Spielberg. The new Indiana Jones movie is set in the

1950s and co-stars Shia LaBeouf, Cate Blanchett, John Hurt, Ray Winstone, and Jim Broadbent. The Lucasfilm Ltd. production will be released by Paramount Pictures worldwide on May 22, 2008. Photo by Steven Spielberg. Courtesy Lucasfilm Ltd. 📷

STAR WARS

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starwars.hasbro.com

CREATING R2-S2 (STEAMPUNK R2-D2)

WORDS: BONNIE BURTON

When artist and animator I-Wei Huang builds robots he likes to mix his curiosity for electronics with his appreciation for the burgeoning genre of Steampunk. So when he recently unveiled his

steam-powered R2-D2 known as R2-S2 (R2-Steam Too), fans and droid builders wanted to know more. Starwars.com tracked him down and picked his brain on how to turn everyone's favorite astromech into a Victorian-inspired machine.



How do your skills as an animator help when you make these cool creations?

Being an animator, you tend to see things in a different way, and can't help but notice subtle details of how things move and work, especially in motion of humans and animals. To be an animator these days, you have to have a balance between being artsy-fartsy and techy-geeky. I like seeing mechanical things work, because it's visual. You can watch and study the transfer of power, and figure out how one thing drives another. When it comes to non-visual things, like electronics, I have a hard time grasping concepts of how everything works together.

Being an artist also makes you want to do something different and unusual. I just enjoy coming up with silly ideas that no one is dumb enough to try. I try to make steam contraptions that perform well mechanically, but are also aesthetically pleasing to the eye. Part of the draw of the Victorian steam technology for me is the attention given to making machines beautiful. Just because it has to serve a function, doesn't mean that it has to be ugly. I also gravitate towards making steam machines that resemble things in nature, in particular arthropods, or things with carapaces, shells or armor.

What is your background in robotics?

I have no background in robotics, I just figured it out as I went along, and I'm still learning. I grew up watching all of the old anime robot shows, so always had a strong interest in robots. But getting your feet wet in robotics is very intimidating, so I went with the ultra low-tech, mechanical approach. I'm still amazed that people call what I make "robots." I guess it all depends on how you define the term.

What fascinates you about Steampunk?

I actually didn't know what "Steampunk" was, until I'd built several of these steam machines, and got blogged everywhere. One key word that kept popping up was Steampunk, which is a genre of books, art, and movies, that uses old Victorian technology in an alternate universe, or in a fantasy setting. Some examples of the well-known movies are *Wild Wild West* or *Steamboy*. My main influences are more just sci-fi, with a hint of old technology, not necessarily all Steampunk. Playing with steam is just my excuse to play with fire.

One of my biggest influences in art is Hayao Miyazaki, who often designs amazing machines full of character, that resemble some old, lost technology. And of course *Star Wars* fits the bill as well.

"My first steam contraption that I was really proud of was the Steam Walker, which was a four-legged walking machine. It ended up winning the Gold Medal for the Kinetic Artbots category at RoboGames 2006."

— I-Wei Huang



What was the first Steampunk machine you made? What kinds of parts did you use? How did you hack it to use steam?

Some of the first steam machines were really simple—lots of wheeled vehicles made from erector sets with a steam engine mounted on top. I learned a lot about mechanics playing with these simple engines and parts, such as how pulleys, gears, and sprockets work, and how you can gear down to make small steam engines carry around its own weight. My first steam contraption that I was really proud of was the Steam Walker, which was a four-legged walking machine. It ended up winning the Gold Medal for the Kinetic Artbots category at RoboGames 2006.



What are the stories behind the Steam Crab, the Steam LocoCentipede and the Steam Trilobite Tank machines you've made in the past?

The Steam Crab was a failed machine. It had many issues with the chassis and legs. They were not strong enough to support the weight of the heavy engines and boilers. It was my first attempt at hacking together a R/C steam walking machine. Anything that doesn't perform up to standard is quickly scrapped for parts for my other steam projects. I later reused the two steam engines from the Steam Crab for R2-S2.

Wheeled machines are not as exciting to me as treaded vehicles. And a treaded machine is not as compelling as legged. So why not use a chassis with lots of legs that drives like a tank? I learned a lot building the Steam LocoCentipede; and it was a major pain. Making a steam machine carry its weight creates a lot of problems. Add legs to the equation and it's quite a challenge. The centipede has a hard time producing steam fast enough for two very thirsty steam engines. It can only sustain very short runs before having to wait and build up steam pressure.

I am now in the process of making a better centipede, twice the size, with twice the number of legs.

Trilobites are probably my absolute favorite designs of nature. The Steam Trilobite Tank was designed short and cute to try and create the simple shapes of a trilobite. The steam unit was taken from my Steam Spider, which I was trying to finish in time for RoboGames last year. In the process of testing the spider, I blew out a crank. I still wanted to have a nice machine for the event, and the result was the Trilobite, which was rushed together in a few days, just barely in time to take home the Gold Medal for Best of Show.

So you've heard about lots of my failed projects, but I think it's worth mentioning that not all of my attempts pan out. I have a lot of crazy ideas, and I do a lot of quick proof of concepts. Most proved that I don't have the skills or ability to make it work, and I don't bother to publish them on my web site. For every successful machine, there are way more failures. But it's the few that do succeed, that makes it all worthwhile. You just have to have a vision, research into everything that you can for the project, and get your feet wet.



Why did you decide to make a Steampunk R2-D2?

In the quest to make unique steam powered machines, I always look for interesting configurations that I haven't seen before with steam power. I started thinking about using a vertical boiler, and making a chassis that supports two steam engines mounted on the sides. The engines could be chain-linked to two drive wheels for skid steering, with a center supporting swivel wheel—hey, wait a minute... that's Artoo!

What materials did you use and how did you hack R2-D2 so he could run on steam? What challenges did you face in making it?

After some searching through the Internet, I found a suitable chassis/body—the Hasbro Interactive Droid. The dimensions were about right; it fit a nice boiler that I had in the body. The problem was that I didn't have the heart to hack a perfectly working Artoo to pieces. I waited patiently on eBay, and in the meantime I tackled many other projects. The idea sat on the shelf for many months, and finally an Artoo with broken electronics showed up on eBay. Since no one else wanted a broken droid, I ended up winning it. Gutting it was very disturbing I must say, but seeing it come back to life under steam power was very rewarding.

R2-S2 (R2 Steam Too) was actually a very simple project. I had to heat proof Artoo's body from the inside (with sheet metal and fiberglass insulation material), so that the nice plastic body wouldn't melt. Engines mounted on the outside fit perfectly, and a chain drive connected to the gearbox also went without much of a hitch. The whole project took two weeks or so my spare time. It was nice to have such a smooth project, it's something that just doesn't happen for me very often.



What was the reaction from fans at Maker Faire and RoboGames who witnessed R2-S2 in action?

Lots of audible laughter, ear to ear grins. Many people read the signs, or saw it run with steam shooting out of the sides, and still had to ask for the confirmation "Is this really steam powered? No really... it's steam powered?" And the kids loved it. Of course, how can you go wrong with everyone's favorite droid?

Any plans for a steam C-3PO or steam AT-AT?

I've had many people tell me the Steam Walker reminds them of the AT-AT. Perhaps I should have named it Luke SteamWalker? I'm not a big fan of C-3PO, sorry! AT-ST would be a better fit for a steam biped.

Why do you think Star Wars droids make much a nice transition to Steampunk?

The original Star Wars designs were very old-tech looking. After all it was a long, long time ago. The machines were just so well designed, simple, yet full of character. That's the aspect which is most appealing to me about Steampunk.

Would you ever like to see an entire Star Wars movie redone with Steampunk characters and machines? What in Star Wars would make you most excited to see it done in Steampunk form—the vehicles, characters, the Death Star?

Some old Star Wars machines, such as the AT-AT and AT-ST, are some of my favorite robotic designs of all time. Perhaps done correctly in Steampunk fashion, they would be really cool. The originals are so nicely designed, I'd hate to change any part of them. ☺

To learn how to make a Steampunk machine, check out Huang's R/C Steam Turbine Tank tutorial here: www.instructables.com/id/EDXHJRW2FRV16Y/

For more information on Huang's Steampunk robots, visit his site Crabfu SteamWorks here: www.crabfu.com/steamtoys



FOUND: ONE LANDSPEEDER, BUT IS IT THE REAL THING?

WORDS: PETE VILMUR

A few months ago, sharp-eyed auction watchdogs may have spotted a sporty-looking roadster sharing more than just a passing resemblance to one X-34 Tatooine landspeeder while browsing the internet listings. No, this wasn't an original prop that hovered its way into private hands after being traded for passage to Alderaan: it was almost as cool, though. The landspeeder, which sported a bright red and white paint scheme and a 1971 Volkswagen chassis, was actually a custom vehicle built by the Coca-Cola Bottling

Company back in the early 1980s for use in parades and special events. Like the famous R2-D2 clone Cobot robot from Coke (Hyperspace members can read about that campaign on starwars.com), the Coke landspeeder showcased the Coca-Cola brand by using popular *Star Wars* iconography—in this case, Luke Skywalker's hometown ride. Coca-Cola, of course, was a *Star Wars* licensee in the U.S. between 1977-1985.

Sadly, the Coke landspeeder's heyday was short-lived, and it quickly fell into obscurity in the years following its early 1980s debut. So obscure is the Coke landspeeder, in fact, that no photos of it could be found in the company's archives in Atlanta—only a postage stamp-sized image on the front of a 1981 Atlanta auto racing brochure testifies to its Coca-Cola roots. One might guess the mascot vehicle would fall victim to the fate of others like it: chopped up for parts or sent to the spice mines of Kessel and smashed into who-knows-what. But not so in the case of the Coke landspeeder.





500

SUNDAY
MARCH 15
2:00 p.m.

ATLANTA
INTERNATIONAL
RACEWAY






OLD SOUTH
"100"
International
Sedan

Sat.,
March 14
3 p.m.



While the reason it's survived all these years is not entirely clear, what is known is that the red rocketcar landed in the grassy impound lot of Florida's Cedar Grove Police Department a couple of years ago, apparently donated by a local charity to the town back in 1995. Chief Guy Turcotte, an 18-year law enforcement officer and currently Chief of Police for the town of Cedar Grove, discovered the speeder there when he began work at the station a year ago. A confessed *Star Wars* fan, Chief Turcotte instantly recognized the vehicle's familiar lines and decided it was time for the speeder to pay up for years of free parking on his lot.

"I advised my town council that I have a very tight budget and that if I could sell the landspeeder, I could use the money to buy equipment and new computers for the police department, replacing our old, broken and out-of-date ones," says Turcotte, who notes the speeder will be roadworthy once the 1971 VW engine is fixed by a collector with some know-how. "It was used for special events and parades, and for the past couple of years, it has just been sitting in my impound lot."

Comparing the recent photos of the speeder to the image published on the 1981 racing brochure, it's doubtful even Luke Skywalker could have kept so much of the original vehicle intact. With the exception of the wrap-around grill, upholstery, Coke branding, and a couple other cosmetic changes, "Coke One" (as it is was originally called) appears relatively well-preserved, awaiting a new home in a collector's garage or showroom.

While the original auction claimed no bidders, Chief Turcotte intends to put it up for bidding once more, now with the benefit of some added exposure. The obvious question, of course, is who will get it—a Coke or *Star Wars* collector? Needless to say, you know who we'll be pulling for. ☛



RT-T2

PHOTO CAPTION CONTEST

"I PITY THE FOOL that comes at me with a restraining bolt!" (Lord Darth Chippy)

Industrial Automaton's experimental Afro-mech droid. (Acrisius)

Quit Your jibba Jabba! (Alexod)

After the upgrade, Artoo would only communicate in a series of "beeps" and "blings." (Kshasteen)

"Uncle Owen, this Artoo unit has a bad attitude!" (xwingblue4)

Who's the more foolish? The fool or the fool who pities him? (PeeJay)

Photoreceptor of the Tiger (Ani Skylaver SC)

The parts C-3PO donated. (Chwbacca)

Take this droid down to have its memory wiped, now! (Guitartiz)

A dark, space-themed collage featuring the Death Star in the upper left, a TIE fighter in the upper center, a close-up of Emperor Palpatine's face in the upper right, and a Rebel X-wing in the lower right. The background is filled with stars and a subtle circular pattern.

THE IMPERIALS


STAR WARS INSIDER PRESENTS A SPECIAL LOOK AT THE IMPERIALS OF STAR WARS, STARTING WITH THE DISTINGUISHED ACTORS WHO BROUGHT KEY IMPERIAL OFFICERS TO CINEMATIC LIFE. THEN WE OFFER EXTRACTS FROM THE IMPERIAL HANDBOOK, FOLLOWED BY A FOCUS ON THE ROLE ALIENS PLAYED IN THE EMPIRE'S CREATION. WHO'S WHO IN THE IMPERIAL MILITARY WILL HELP PUT NAMES TO FACES, WHILE THE FANS OF THE 501st HIDE THEIR OWN FACES BEHIND SOME AMAZING IMPERIAL COSTUMES. AFTER ALL, THE BAD GUYS HAVE MORE FUN.





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THE MEN WHO BUILT THE EMPIRE

AT CELEBRATION IV SCOTT CHERNOFF HOSTED A CONVERSATION WITH SIX MEN WHO WERE IMMORTALIZED AS THE FACES OF THE EMPIRE. **KENNETH COLLEY, DAVID PROWE, GEORGE ROUBICEK, BARRIE HOLLAND, RICHARD LE PARMENTIER, AND JULIAN GLOVER** REMINISCED ABOUT THEIR DAYS SERVING THE EMPEROR.

Star Wars Insider: Kenneth Colley, in *Empire* Piett looks a little scared—the circumstances of his promotion are a little unusual! When we see him again in *Jedi*, he seems a much more confident character. What kind of thought did you put into the progression of that character?

Kenneth Colley: There used to be a book called *How to Get Ahead in Business Without Really Trying*. I thought I should bear that in mind! That was my template, and it worked because I did a second movie!

David Prowse: Darth Vader was a role that was about physicality. When you were behind that mask—a challenge that few of the actors had to overcome—how did you portray that character, that strength, that force?

David Prowse: I decided I wanted to make everybody on the film subservient to Darth Vader. With the mask on, I'm nearly seven feet tall. I wanted to walk fast, so the cape would billow out behind me, and all the other actors would have to catch up with me. It worked great.

Obviously Vader has no facial expressions, so it's all gestures. All the years of bodybuilding stood me in good stead. I talked with my hands all the time. When I was working with Mark [Hamill] on *The Empire Strikes Back* during the gantry scene I couldn't hear a word Mark was saying. He couldn't hear a word that I was saying. I used to have to watch him very closely, to watch his lips moving and he used to watch me. As soon as I stopped shaking my hands, he knew he could speak. I didn't know that I was Luke Skywalker's father until I went to see the movie [laughs]!

Commander Praji is ordered by Vader to "tear this ship apart!" George Roubicek, that was just a small three-day role for you.

George Roubicek: I knew I wasn't going to live very long; for some reason I just had that feeling! I didn't survive the explosion that came almost immediately afterwards. Yeah, it was about three days work.

Do you remember your initial impressions of the movie?

Roubicek: Absolutely. "What is this all about?" I don't think anyone knew [what *Star Wars* was], except maybe George Lucas, and I'm not sure he knew all the time! We certainly didn't know. I wouldn't say this was just another job—there's no such thing as just another job—but I didn't realize how special it was going to be at the time.


Barrie Holland, you knew you were stepping into a major blockbuster franchise with *Jedi*, right?

Barrie Holland: Yes, it was the third one! I hate to say this, but it was just another job at the time, because we never knew how the trilogy would turn out. It was becoming very successful. I remember the very nice director, Richard Marquand. I was very fortunate to get to be Lieutenant Renz. I had to go and see Richard to audition for him. It was a very difficult scene to do, on a very small set, and the timing had to be spot on. It took a day and a half to do that sequence, time and time again. When I first rehearsed with Harrison [Ford], he said "What did you call me?" and slapped my face!

Was "You Rebel scum!" an ad-libbed line, not in the script?

Holland: No, it was in the script. The timing was very difficult, not just for me, for everybody. I remember Harrison said "Let's go and talk about it over coffee," because there were too many chiefs—the director, the cameraman, the first assistant—saying we should do it this way, that way. You've got to remember when you have that many stormtroopers, even if you've got a couple, they can't see like you can. They're like horses with blinkers on. They were relying on me to take my position, so they could take their positions. You don't know what they're going to use in the film. In the end, I think we tried it on several beats and then finally we got it right. The idea was that Harrison turns into the Imperial Officer's gun. If you're there too late, he turns around to empty air. If you're too early, your gun's in his back. He might step back a bit, or you might go too far in, or the gun's not at the right angle. These are all the things to consider. It was a lot of fun, but it was time and time again, "Oh, the gun isn't right this time," and so on. The Imperial Officer they blow across the balcony in that sequence? I thought he was a stunt man, but he turned out to be a sound man! [It was, in fact, sound editor Ben Burt].

"I DON'T THINK ANYONE KNEW [WHAT STAR WARS WAS], EXCEPT MAYBE GEORGE LUCAS, AND I'M NOT SURE HE KNEW ALL THE TIME!"—GEORGE ROUBICEK



Julian Glover, how long were you working on *The Empire Strikes Back*? Was it a longer stint for you?

Julian Glover: I think I was on it for five days. It was five days of complete and total bewilderment! I don't even think George Lucas knew what was going on! I was so bemused I simply said: "Just tell me what to do and I'll try to do it." If you remember the sequence, I drive a thing that looks like a giraffe.

It's called an AT-AT!

Glover: Yeah, OK, good. You obviously know more about these things than I do, but what you don't know is that I shot that particular battle sequence on the top of a gantry. I was on a big crane with a blue screen behind me, and a mock-up of a dashboard in front of me. I had a thing to look through to look butch, and I didn't know until I saw the film what I was actually driving!

My helmet was lovely. One of the fans said: "I've been trying to get a helmet like yours for years. It's really very difficult to get a helmet like yours." So I said: "Well, why's that?" He said: "It's a very rare helmet." I had no idea! It's so distinguished!

You went back a couple of years later to work on another Lucasfilm project: *Indiana Jones and the Last Crusade*.

Glover: The reason I got the part of General Veers was because I lived next door to the executive producer, Robert Watts. He said: "We're making this thing. Would you like a little part in it?" I said, "Yeah, great." I needed the work and what I didn't know—until Robert and I met again at a party last night—was that I got that part [in *Indiana Jones and the Last Crusade*] because I had played General Veers, and George [Lucas] saw it, liked me and said: "That's the sort of guy we need for *Indiana Jones*."

It was pure luck! I had to do an audition, of course. That was in America, and it was absolutely terrible. At the end of the movie Steven Spielberg said to me: "Julian, you are absolutely fantastic. You will never stop making American movies from now on!" I've never made another one!

DARTH THE BARBARIAN?

DARTH VADER ACTOR DAVID PROWSE RECALLS A MISSED OPPORTUNITY TO PLAY ANOTHER ICONIC MOVIE FIGURE.

"In England we used to have two film companies that used to do all the horror and sci-fi. One of them was called Hammer, and I did three films with Hammer, but the other one was Amicus, owned by Milton Subotsky. He rang me up one day and said, 'Dave, are you interested in sci-fi?' And I said, 'Not really.' He said, 'Well, do me a favor, would you buy the Conan books? I'm going to make the Conan film and I would very much like you to play Conan.' I bought the books and thought 'What a load of rubbish this is!' I kept the first one and threw the rest away!

Unfortunately Milton died, and I was working on this road safety campaign. I was away and I rang my gymnasium one night and my son answers the phone and says 'I've got a nice surprise for you. Arnold Schwarzenegger is in the gym training.' Arnold comes on the phone and I said 'Nice of you to be at the gym, what are you doing?' And he said: 'I'm just on my way to Spain. I'm doing the new Conan film.' I thought 'I'd better not tell him that I was offered the part before he took it! The rest is history!'

"IT WAS FIVE DAYS OF COMPLETE AND TOTAL BEWILDERMENT! I WAS SO BEMUSED. I DRIVE A THING THAT LOOKS LIKE A GIRAFFE. I DIDN'T KNOW UNTIL I SAW THE FILM WHAT I WAS ACTUALLY DRIVING!" —JULIAN GLOVER

Richard Le Parmentier, one of the fan's favorite scenes is when Admiral Motti speaks up and gets slapped down by Vader. How much of the story did you know? Did you know how gutsy that move was for this character?

Richard Le Parmentier: Oh yes. I was fortunate. I was sent a complete script! A lot of people weren't sent complete scripts of the first film, they were sent a few pages. I'd actually read it and thought "God, this is just so hard to get through!" It was 155 pages. It was so detailed, with descriptions and the dialogue was not very good. If you got through the script, it was such a good story that I thought "OK, this could work." I thought "I know they could do this," because they wouldn't make it if they couldn't do the special effects. We found out later that they didn't know how to do the special effects! They were making it up as they went along! I had no idea what a Death Star was. I had no idea what Darth Vader looked like, he was the bad guy and I realized that he was the head honcho. I think I was saved because I was the only person who knew how to drive the Death Star! I had the keys!

Was it hard to suddenly fake that choking?

Le Parmentier: No, actually. Some people can wiggle their ears. I can actually do that and it looked very good. I mentioned it to George and the cameraman, and they said, "Oh, that was great." They did adjust the angle of the shot to do that and it looks good. I've met so many people who are now in their mid-to-late 30s who say: "I was eight-years-old when I saw that and I was really scared because you see that the Force works!"

"I THOUGHT THEY WOULDN'T MAKE THIS IF THEY COULDN'T DO THE SPECIAL EFFECTS. WE FOUND OUT LATER THAT THEY DIDN'T KNOW HOW TO DO THE SPECIAL EFFECTS! THEY WERE MAKING IT UP AS THEY WENT ALONG!"
—RICHARD LE PARMENTIER

David Prowse, what problems did you encounter when playing Vader?

Prowse: There were major problems with the helmet and mask. When the suit and the mask were delivered, George said "Let's put the helmet and mask on and see what it looks like." He said: "Move your head from left to right," so I did and the mask stayed facing forward! I immediately took the mask off, thinking it obviously looked stupid. George said that it actually looked perfect with my body shape and said, "We'll pad the inside of the helmet with foam rubber." Consequently everything used to fit really flush, but the heat used to rise up from the suit and mist up the eyepiece. I couldn't see where I was going! I could only keep the mask on for about two minutes before it misted up.

When I had the final fight with Alec Guinness, we rehearsed without the mask and helmet on. We had the sequence all planned out. Alec Guinness was supposed to end up with his back to the wall. We got out of position and he ended up with his back facing the corridor. I couldn't see anything by this time because it was all misted up, so I say, "Your powers are weak old man." He does about two somersaults, and they pick him up off the floor. I'd knocked Sir Alec Guinness over!

In the carbon freeze scenes, I had to come down the steps and the little Ugnaughts at the bottom had to pull my hand and guide me all the way down as I couldn't see where I was going then, either.

Did the mask improve at all across the three movies?

Prowse: No. It got worse. It started off with ordinary opaque lenses. George said: "We can see your eyes flickering," so they put in amber lenses, and then dark amber lenses. Then it was almost black lenses because they didn't want to see anything of me whatsoever.

"I WANTED TO WALK FAST, SO THE CAPE WOULD BLOW OUT BEHIND ME, AND ALL THE OTHER ACTORS WOULD HAVE TO CATCH UP WITH ME." —DAVID PROWSE

"MY PART IN MOVIE HISTORY!"

PROFESSIONAL SUPPORTING ARTIST HARRY FIELDER REVEALS ALL ABOUT HIS DAYS AS CORPORAL GRENWICK, ONE OF VADER'S HENCHMEN

How did the part in *Star Wars* come about?

I had been doing extra work for over 10 years and *Star Wars* was just another weeks' work for me. I never thought I'd still be talking about it 30 years on.

I was sent from an agency to work for seven days as a supporting artist (or extra) on what was described as a "new space film." I did ask them if they had any other work because I was fed up with wearing space outfits, having just finished working on [British TV series] *Doctor Who*.

There must have been about 30 extras gathered on the first day, some putting on white space suits, some being fitted out in weird makeup and costumes. The rest of us waited around to see what we were going to be. We had plenty of time to sit around chatting and playing cards while all this was going on.

They dressed us in black space suits but without a facemask. Were they telling us we were ugly enough to look like aliens? I was happy that my costume was extremely comfortable and very easy to wear.

What was it like working with Darth Vader?

I got talking to a giant of a man from the West Country (Dave Prowse) and he told me he was playing a character called "Daft Ada." I found out later that day he was playing Darth Vader! It must have been Dave's strong accent that made me mishear him! Ronnie [Conrad - the other guard in the scene] and I did some odd bits during the

week, and then the second AD called for us to do a bit of business with our old mate Darth. We were going to torture Princess Leia.

How was the scene to shoot?

Darth, Ronnie, and I walked along some corridors and then into the cell where the Princess was being held. Darth had all the lines to say, while Ronnie and I stood there looking ugly-typecast again! The sets seemed very dark, but very well built. I'd just finished a couple of episodes of *Doctor Who* and in those days the sets could be a bit shaky, but this was a lot bigger. Carrie Fisher was very chatty and asked what else we had worked on.

What is it like playing a small part in movie history?

For my part in movie history, I earned the standard rate of £11 (£25) per day for seven days. It's not very often I get asked for an autograph, but it's a pleasure to meet fans! I think there's a trading card of my character as well [Indeed there is: in the *Star Wars* CCG series.] I've only recently seen the film (thanks to my grandkids!) and I thought it was very good. It's funny to think that 30 years after working on the film, I am held in deep respect for being one of "Daft Ada's" men by my grandchildren! Harry Fielder discusses his long career as a film and TV supporting artist at www.harryfielder.co.uk

If any of you had an opportunity to write your own lines for your characters, what would you say?

Holland: As I play the part of an Imperial Commander who does not get killed off in number six, in theory I could come back in number seven, so I suppose I could parody Arnold Schwarzenegger and say "I'll be back!"

Glover: I can't think of a line I would rather have said, but I can think, if I go back to the script, of a large number of lines I wish I hadn't had to say! When I was fighting that battle I didn't understand anything. I thought it was complete gobbledygook, but it sounds great when you see the film.

Colley: I think I actually got quite close to doing that because on my first day I had a run of dialogue that went something like—and this is me reporting to Darth—“My Lord, we have found the Millennium Falcon on the fifth planet of the Hoth system.” We

were trying to time this with a little mechanical mouse that didn't quite make it, so I went 11 takes with the “Hoth-ing” and “fifth-ing.” It was getting worse and worse, so finally the director, Irvin Kershner, said: “Kenny, just say ‘My Lord, we’ve found him,’” and I said “Oh, Thank God!” When the movie came out some people said to me “Kenny, in that first scene with Darth

Vader, where you were supposed to be scared, it was so good the way you were scared of him,” and I said “I wasn't scared of him; I was terrified of the dialogue!”

Le Parmentier: I think I was lucky. All my dialogue did make sense! I heard the great Harrison Ford quote [about dialogue], but my scene did hold together. I would say to my kids when they were small, “I’ve got a bad feeling about this,” on different family holidays!

Roubicek: My kids have never listened to me. “There is no life force discernible!” My new line would be “Help!”

Thanks to Scott Chernoff, Kenneth Colley, David Prowse, George Roubicek, Barrie Holland, Richard Le Parmentier, and Julian Glover and the organizers of Celebration IV.

IMPERIAL OFFICERS FIELD GUIDE



IT'S A TOUGH JOB BEING IN CHARGE OF THE GALAXY. WITH REBEL SCUM, PIRATES, AND THE OCCASIONAL JEDI CAUSING UPHEAVALS AND DESTRUCTION, IT'S UP TO THE EMPIRE'S FINEST TO KEEP THE PEACE AND MAINTAIN CONTROL. STAR WARS INSIDER PRESENTS THE ESSENTIALS YOU NEED TO KNOW IF YOU WANT TO SERVE THE EMPIRE, CRUSH THE REBELLION, AND RULE THE GALAXY!

WORDS: JONATHAN WILKINS

KNOW YOUR LEADER

For security reasons, detailed information about His Imperial Majesty Emperor Palpatine of the Galactic Empire is on a strict need-to-know basis. His personal history is not available for officers of the Imperial military.

However, this officially-sanctioned HoloNet biography should tell you all you need to know.

Emperor Palpatine is originally from the peaceful world of Naboo, and it is perhaps his memories of those blissful early days, before the Jedi turned on the Republic, that created his urge to strive for peace across the galaxy.

Under Palpatine's rule, hope for peace has never been stronger. His ambition and resolve, if not certain before, were strengthened after the treacherous Jedi, led by Mace Windu, launched an unprovoked and brutal attack that left him physically scarred and deformed. It was only thanks to the intervention of the one Jedi who had not betrayed the Republic, Darth Vader, that he was saved from certain death. The reward for Vader's loyalty was a prominent position within the Empire, and those among you showing such loyalty can expect similar treatment.

The Grand Army that saved the Galaxy during the dark times of the Clone Wars has expanded into the unstoppable fleet that maintains necessary control over the outlying systems. The Emperor's troops have served the galaxy effectively and are a credit to our benevolent leader's rule.

Since the Emperor created the Galactic Empire, the galaxy has prospered. Despite determination by insurgents (led by Jedi sympathizers) to create

havoc, he is resolute that the Empire will prevail. With the assured loyalty of faithful officers, like you, the galaxy is in safe hands.

With everyone working towards the Emperor's singular vision, the Empire will flourish. We must work together to achieve that vision. Remember, only unlimited power can bring peace.



TECH REPORT

MOUSE DROID

After the mass-produced MSE-series Mouse droid failed to sell, the manufacturers, Rebaxan Columbi, sold the entire production line to the Imperial Navy at a significantly reduced price. Rumors that the original problem with the line was claidity in the presence of Wookiees are, so far, unfounded.



WANTED: TRAITORS OF THE EMPIRE

Crix Madine, Kyle Katarn, Biggs Darklighter, and Han Solo are all notable traitors to the Imperial way of life! Information leading to their capture will be met with a significant reward!



TECH REPORT

74-Z SPEEDER BIKES

The 74-Z speeder bikes are capable of reaching speeds over 500 kilometers per hour and have a flight ceiling of 25 meters. They are not Ewok-proof, however.



TECH REPORT

GRAPPLING HOOK AND REEL

Stormtroopers are issued a grappling hook and fibercord reel for use in emergency situations. Any troopers found using this equipment to swing across the Death Star chases will be disciplined by Lord Vader himself.



ALERTS



ATTENTION IMPERIAL CHEFS

The dianoga can be made into a tasty pie, and its spleen can be processed to make dianogan tea. As a bonus, usually ravenous troops won't come back for seconds!

ATTENTION IMPERIAL CHEFS

Dewbacks are a source of food! Dewback ribs in particular are a delicacy in some regions of Tatooine. Ideal for feeding the troops!

COMPFOR MEMBERS

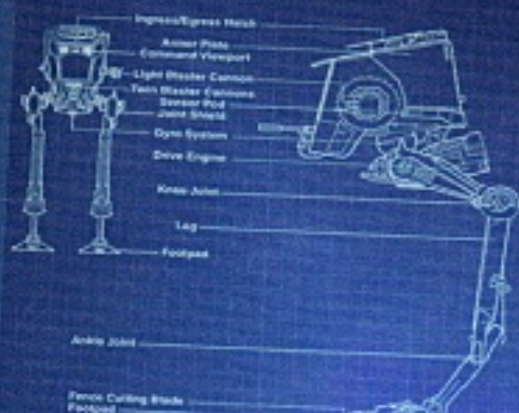
READ ALL ABOUT IT!

Iron Will, the official feed of the Commission for the Preservation of the New Order, is free to all COMPFOR members and offers exclusive access to breaking news from across the Empire. New subscribers receive a message of welcome from the Emperor himself.

TECH REPORT

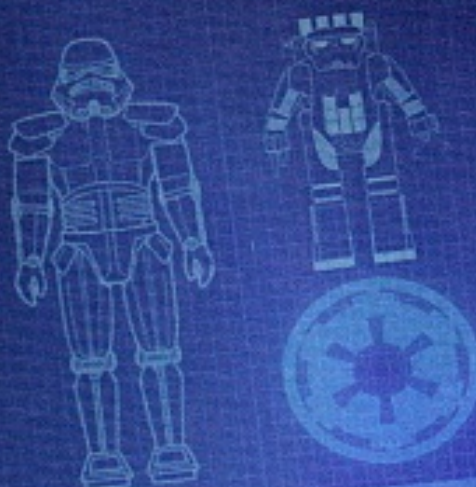
AT-ST

While on even terrain an AT-ST can achieve speeds of over 90 kilometers per hour. On uneven or shifting terrain a walker can quickly become unbalanced enough to fall over. And they are not Ewok-proof.



SPACETROOPER

A spacetrooper wears standard stormtrooper armor that fits into a larger set of power armor standing over two meters tall. This will make troopers twice as wide as an unarmored human. Watch the doors! Spacetroopers are sometimes known as walking tanks.



DATA CARD



AT-AT

The AT-AT can carry either 40 or more Imperial stormtroopers and five speeder bikes, or two AT-ST units, which are transported disassembled due to the otherwise prohibitive size of the AT-ST.

BLASTECH E-11

The standard blaster rifle of the Imperial stormtrooper, the Blastech E-11 blaster rifle has power settings that range from stun to kill. The rifle has a rapid-fire option, which offers an expanded firing area at the cost of poor accuracy. Troopers are requested to avoid using this option whenever possible.

DEPLOYMENT

Stormtroopers can be deployed from an AT-AT via rappelling cable, but heavier ordnance can only exit after the AT-AT kneels and extends its loading ramps.

Y-85 TITAN DROPSHIP

The Y-85 Titan dropship can accommodate four AT-ATs and four AT-STs. Walkers are held in position to be ready for battle by cranes, and can be swiftly deployed via floor hatches. This unit is armed with two forward-facing twin laser cannons.

TECH REPORTS

TECH REPORTS

INTERROGATION DROID

For accuracy, the use of a droid may be preferable to a biological interrogator in order to increase fear in the subject as well as being able to react quicker with appropriate treatments.

For the interrogators, the use of a droid can also be preferable to performing the torture oneself. Officers are encouraged to attend Lord Vader's interrogation seminar for further hints on information extraction.

STAR DESTROYER

An Imperial-class Star Destroyer is armed with 60 turbolaser batteries, 60 ion cannon batteries, as well as 10 tractor beam projectors. It carries a full stormtrooper division, 20 AT-ATs, 30 AT-STs, eight Lambda-class shuttles, 12 landing barges, and six TIE squadrons.

Powering a 1.6 kilometer-long Star Destroyer is the equivalent of a miniature sun in the form of a solar ionization reactor that uses its raging fires to fuel the giant warship. Please drive it carefully!



PROBE DROIDS

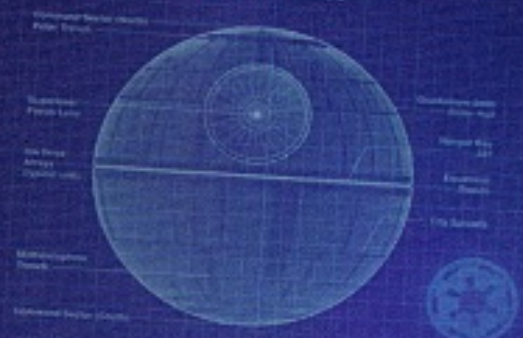
After the temporary reversal at Yavin 4, the Empire committed thousands of modified probe droids to search across the Galaxy for hidden Rebel bases. In addition to this, bounty hunters were despatched to search out targets moving from planet to planet.

TECH REPORT

DEATH STAR

A Death Star is divided into 24 zones, 12 per hemisphere, each controlled by a bridge. There are specific sectors denoting function. These include the General, Command, Military, Security, Service, and Technical sectors.

Since service on a Death Star is a long-term affair, the Empire has kindly provided a number of civilian amenities to make your time aboard more comfortable. Parks, shopping centers, and recreation areas can be found in the general sectors of a station for use by off-duty personnel.



LEGENDS OF THE EMPIRE

GRAND MOFF TARKIN



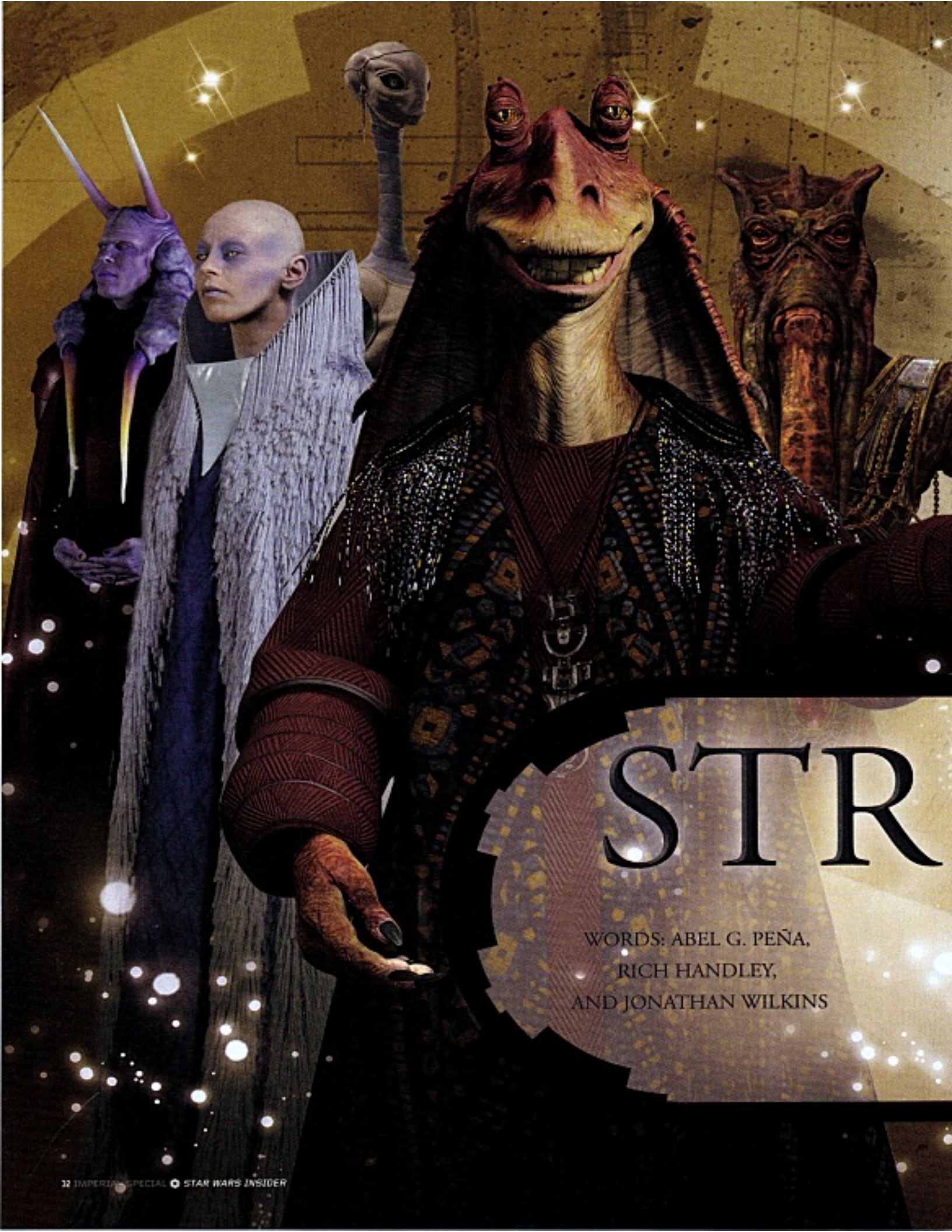
Hailing from Eriadu, a densely populated world in the Seswenna sector, Grand Moff Wilhuff Tarkin was one of the Empire's finest commanders. Perhaps his greatest contribution to the Imperial way of life was the Tarkin Doctrine, which dictated that a single show of force could be used to bring systems into line. This concept reached its logical conclusion in the deployment of the Death Star, a battle-station designed to instill fear and therefore peace in the galaxy, and its destruction of Alderaan, a planet overrun with Rebel sympathizers. Despite his death and the unfortunate incident with his battle station, his legacy lives on.



ALLEGIANCE

TO SERVE THE EMPIRE

"A ROYAL GUARDSMAN NEVER SEEKS SPECIAL PRIVILEGES. EVER. HIS ENTIRE GOAL IN LIFE IS TO SERVE THE EMPEROR AND THE NEW ORDER HE CREATED. HIS GOAL IN LIFE, AND HIS DESIRE IN DEATH." - GRODIN TIERCE ON WHAT IT IS TO SERVE AS A ROYAL GUARD.



STR

WORDS: ABEL G. PEÑA,
RICH HANDLEY,
AND JONATHAN WILKINS

EMPEROR PALPATINE ENACTED A STRICT "HUMANS FIRST" POLICY FOR HIS GALACTIC EMPIRE. BUT HE WAS NOT ABOVE USING ALIENS TO FURTHER HIS DEVIOUS AMBITIONS.

Given the many aliens who worked alongside Senator Palpatine during his rise to power (Sly Moore of Umbara, Mas Amedda of Champala, Onaconda Farr of Rodia, and Kashyyyk's Yaru, among others), few could have foreseen the ideological changes that would accompany his assumption of the Imperial throne. Palpatine's true beliefs became evident only after it was too late for anyone to stop his sinister plans.

Aliens, in Palpatine's view, existed only to serve the humanoid of the Empire, whether willingly or through force. The enslavement of the Wookiees, Mon Calamari, and others during his rule came as a shock to some of the galaxy, yet such tendencies were always present, if subtle. As a Senator for Naboo, Palpatine shared his people's distrust of the Gungans who co-inhabited his homeworld. Despite a new understanding being established between the

two peoples during the Trade Federation's invasion of Naboo, he ruthlessly tricked Jar Jar Binks into convincing the Senate to grant him special wartime powers.

As Emperor, Palpatine fostered the concept of Human High Culture, asserting that humans were inherently superior to all other species. Though not all humans supported this notion, enough did so that aliens soon found their rights and freedoms restricted under Imperial edict. The widespread prejudice encouraged by the dictates of the Emperor's New Order only made things worse for non-humans everywhere.

Still, Palpatine was definitely not a stupid man. He knew a valuable resource when he saw one, and utilized alien species for his own gain. Thus, a number of aliens were ruthlessly used to elevate Palpatine towards his position of absolute power. Here's *Star Wars Insider's* rundown of the Emperor's vital alien allies during his rise to the top, and beyond.

ANGERS AMONG US

THE ALIENS WHO BUILT THE GALACTIC EMPIRE

THE ADVISORS MAS AMEDDA

The story of the once-noble statesman Mas Amedda is a sad tale of moral compromise and the corruption of power. A Chagrian from the planet Champala serving as Speaker of the House under his friend, Supreme Chancellor Valorum, Amedda once helped foil an assassination plot against the Republic leader.

Amedda's deep voice often resonated around the Senate as he called for order when the Republic's government lapsed into pointless bickering. To show his command of the vast chamber he would often show a flicker of his long, forked tongue.

In a corrupt bureaucracy, Amedda always thought of himself as an honest politician. For that very reason, he was often unpopular. His role in controlling – and often simply silencing – the raucous Senatorial governing body made him few friends. Amedda grudgingly accepted that he didn't have a chance of becoming Chancellor and effecting change.

When Palpatine came to power, Amedda saw a singular opportunity. Like many other politicians, Amedda thought the soft-spoken Palpatine would be a figurehead, easy to manipulate. He was proved very wrong indeed.

Shortly after the annihilation of the Outbound Flight project, a Jedi mission of peace for which Amedda had passionately lobbied, Palpatine not only revealed to Amedda that he'd ordered the mission's destruction, but that he was, in fact, a Dark Lord of the Sith, sworn enemy of the Jedi and the Republic. Palpatine explained that he'd known all along that Amedda and others tried to manipulate him, and that in truth, he had manipulated them, pitting them against each other. Amedda thought he could use his position to lead the Republic out of darkness. Instead, he was responsible for the exile of Palpatine's enemies and the deaths of countless innocents.

Amedda accepted his destiny and pledged his undying loyalty to the Supreme Chancellor. Among Amedda's first duties was planning the assassination of his friend, former Chancellor Valorum. Thus, despite the noble ideals he'd once held so dear, Amedda stood by Palpatine's side as he declared himself ruler of a Galactic Empire that would endure 10,000 years.

As Imperial policies became increasingly human-centric and hostile toward alien species, however, Amedda's future with the Empire became increasingly uncertain.





THE ARMY BUILDERS THE KAMINOANS

Palpatine manipulated the Kaminoans — an unethical, yet scientifically forward-thinking species that took enormous pride in their creations — into creating the Grand Army that would be employed to crush the Jedi Order. By no means evil, their inward thinking left them unaware of the political events that were beginning to resonate throughout the galaxy. By the time Palpatine had manipulated Jedi Master Sifo-Dyas into commissioning the clone army, complete with the subliminally placed Order 66, it was already too late.

As the Galactic Empire arose from the ashes of the Clone Wars and Kamino was placed under Imperial control, a group of Kaminoans resolved to breed a number of clones that would fight against their unwanted masters. This threat was quashed by the 501st Legion, led by Boba Fett, himself a product of the cloning techniques that originated on the planet.

SLY MOORE

The name of Chancellor Palpatine's aide, Sly Moore, was little spoken by the time of the Rebellion.

An ambitious Umbaran with an unsettling dead glare, the pale-skinned Moore was calculating and ruthless. Rumored to have blackmailed her predecessor, Sei Taria, into retirement, she managed to become as close to Palpatine as his trusted human confidants, Sate Pestage and Kinman Doriana. Exploiting the mind-clouding abilities of her species, Palpatine may have had Moore impersonate his Sith persona of Darth Sidious, enabling him to appear in two places at once.

Moore, whose homeworld was a shadowed planet located deep in the Ghost Nebula, would have to temper her ambitions after the rise of the Galactic Empire.





THE ARMORERS THE GEONOSIANS

Perhaps the most blatant display of utilizing an alien race for his own ends occurred when Palpatine ordered Count Dooku to take the plans for the Geonosian-designed super weapon the Death Star into his hands supposedly for safe keeping.

A technologically advanced race (Dooku's solar sailer was a gift from the Geonosian Archduke, Poggle the Lesser), the Geonosians were vital to the plot to resurrect the fallen Kaleesh warrior, Qymaen jai Sheelal, as the fearsome cyborg General Grievous.

The techniques used to rebuild Grievous would later be employed to rebuild the shattered form of Darth Vader, forever encasing him in life-saving armor. Vader would, of course, emerge as a vital player in the galactic conflict to come.



THE STRATEGIST GRAND ADMIRAL THRAWN

Grand Admiral Thrawn's lofty position in the Imperial Navy was practically unique. Given Palpatine's humanist tendencies, once an alien had served his or her purpose, all that awaited was slavery or death. Whether Thrawn, whose given name was Mitth'raw'nuruodo, escaped this fate because of his outstanding ability in command is imponderable as the Emperor perished aboard the second Death Star.

Displaying excellent tactical skills, particularly during his destruction of the Outbound Flight, Commander Thrawn of the Chiss Expansionary Defense Force was soon spotted by Palpatine, who approved his formal training. After helping dispose of the traitorous Grand Admiral Zaarin, Thrawn ascended to that rank himself. The only ones knowledgeable about the surprising development were Thrawn's direct subordinates and a select number of Palpatine's most trusted agents, most notably Mara Jade, who was the sole witness to the ceremony.

Years after the Empire's surprise defeat at the Battle of Endor, Thrawn attempted to carry on the Emperor's vision, reorganizing the Imperial fleet and embarking on a new campaign of terror against the Rebellion. The idea of the fleet commanded by an alien, and one so richly versed in art and culture, was ironic given the xenophobic tendencies of the regime he represented. ●

The Sith are the string-pulling super-villains of the *Star Wars* universe, but by the time of *A New Hope* they had a host of uniformed servants to do their bidding. The officers of the Imperial Army and Navy commanded thundering AT-ATs and mighty Star Destroyers in the service of Emperor Palpatine and Lord Darth Vader, their spit-and-polish military professionalism seemingly at odds with their masters' dark magic.

Star Wars Insider presents biographies of the top ten Imperials seen on-screen in the classic *Star Wars* trilogy. These are the military officers who make the Empire function, not the politicians. So, sorry Tarkin fans, but Grand Moff is a political office, not a military one. The same goes for *Jedi's* Moff Jerjerrod, though the cheering section in his corner is a little thin anyway.

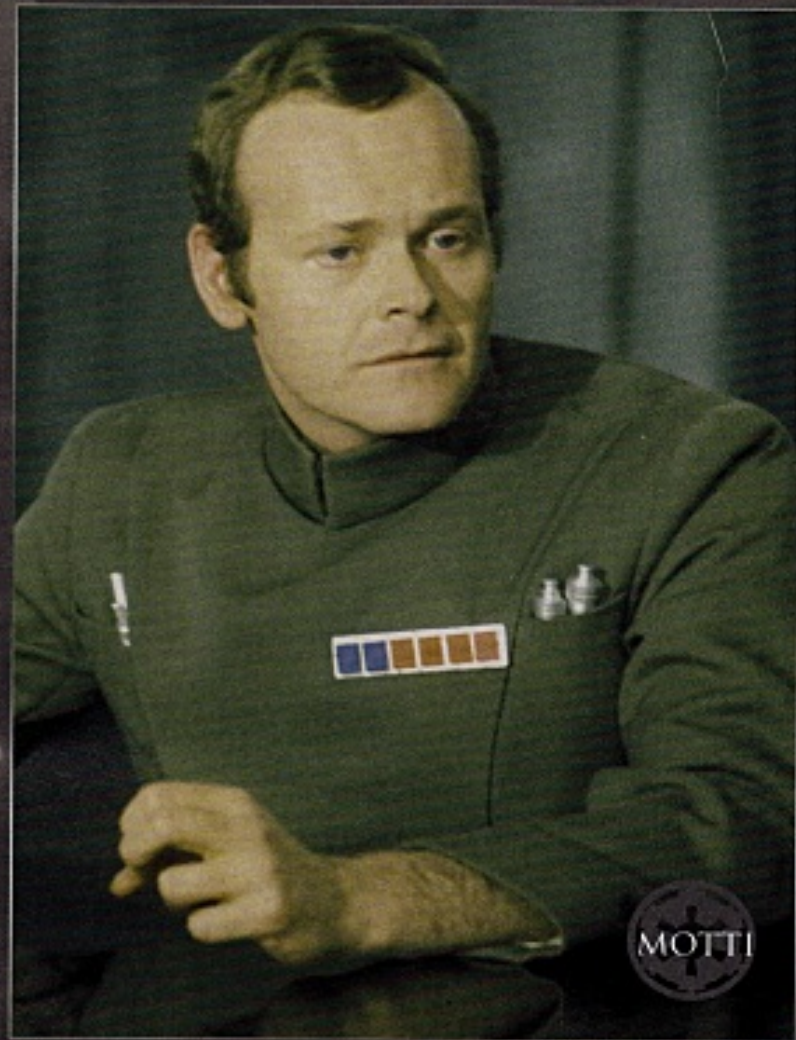


THE EMPIRE'S FINEST

WHO'S WHO IN THE IMPERIAL MILITARY

IT'S A DANGEROUS LIFE IN THE IMPERIAL MILITARY – JUST ASK OZZEL OR NEEDA! HERE'S A RUN-DOWN OF THE TOP TEN IMPERIAL OFFICERS, AND THEIR FATES.

WORDS: DAN WALLACE AND ABEL G. PEÑA



CHIEF BAST

Growing up hunting big game on Dura-Kahn, Moradmin Bast viewed the Rebel Alliance as a dangerous animal, never to be underestimated. During the assault on the Death Star, military analysts brought to Bast's attention that there was a small, though evident, possibility that the Rebel starfighters might actually be able to drop a pair of proton torpedoes in the Death Star's two-meter thermal exhaust port. Wary of his enemies' cunning, he immediately took the information to Grand Moff Tarkin.

The Inside Track: Bast is only identified as "Officer" in the official screenplay for *A New Hope*, and was later given the name Bast in Decipher's Customizable Card game.

Chief Bast once held the dubious distinction of surviving the destruction of the first Death Star to make it into Vader's service in the *Star Wars Holiday Special*. The real-world truth behind this is that footage cut from the final version of *A New Hope* (including scenes with Bast) was recycled for use in the *Holiday Special*. Recent analysis of *A New Hope* has determined that Bast was present on the Death Star's overbridge throughout, leading Lucasfilm's continuity expert Leland Chee to declare him one of the casualties of the Battle of Yavin.

ADMIRAL MOTTI

Smug and condescending—until a Force chokehold tempers his attitude, Admiral C. Antonio Motti is the epitome of Imperial overconfidence. As part of the Death Star's command triumvirate (along with General Tegg and Grand Moff Tarkin), Motti might have been one of the Empire's first rogue warlords if his and Tarkin's secret plot to take over the Death Star and overthrow the Emperor had been given time to take root. Instead, Motti's conviction that the battle station was invulnerable proved shortsighted the moment it exploded around him.

The Inside Track: In the *Star Wars: Episode IV A New Hope* radio drama, Motti plays an expanded role as an ambitious co-conspirator of Tarkin's. Motti drops pointed hints that Tarkin could overthrow the Emperor if he used the battle station to trigger a coup d'état. The *New Essential Guide to Characters* goes into further detail by revealing that Tarkin's wife—seen in Russ Manning's *Classic Star Wars: The Early Adventures*—came from the Motti lineage, and that Tarkin's marriage was a calculated alliance between two powerful political families.

Motti's first name, never revealed on-screen or in the Expanded Universe, was supplied by George Lucas during an appearance on *Late Night With Conan O'Brien* this May. When Associate Producer Jordan Schlansky, *Late Night*'s resident *Star Wars* expert, tried to stump their guest with that bit of trivia, Lucas jokingly responded with Motti's full name: "Conan Antonio Motti."





COMMANDER PRAJI

Nahdonnis Praji was all business when it came to dealing with his superiors, but his subordinates knew nothing but his intolerance. Yet he was not a man quick to anger, as it was his level-headed professionalism that kept his subordinates in line, and saved his life when he failed Darth Vader.

When Vader told Commander Praji to personally oversee the retrieval of the Death Star plans on Tatooine, Praji's interpretation of "personal" was rather creative. As with other assignments, Praji delegated the recapture of the plans to a subordinate, in this case stormtrooper captain Kosh, expecting to then take the credit for an easy job. This time, however, Praji's lethargy betrayed him when C-3PO and R2-D2 (along with the plans) were whisked away aboard the *Millennium Falcon*. Praji delivered the news to the Dark Lord with dignity.

The Inside Track: *Star Wars* continuity is often a complicated business. Commander Praji is a good example. Both Decipher, in one of its customizable card games, and the children's pop-up book *Heroes in Hiding*, appeared around the same time. Both gave a name to the officer who led the hunt for C-3PO and R2-D2 on Tatooine in *A New Hope*. Decipher named him Commander Praji and the children's book called him Captain Kosh. Because the illustration of the officer in charge in the children's book is vague, the confusion is easily reconciled.

Praji is apparently a member of an influential family, with similarly-named relatives appearing in the *starwars.com* Databank and the online webstrip *Evasive Action: Recruitment*.



COMMANDER JIR

When Lieutenant Daine Jir first spoke out against one of Darth Vader's suggestions, murmurs of "dead man walking" immediately followed. But instead of choking the life out of the Imperial officer, Vader promoted him to the rank of commander.

Jir was one of the few officers, along with Admiral Piett and Captain Janus Bonn, to earn Vader's respect. The Dark Lord appreciated Jir's brutal honesty, in contrast to the manipulative rhetoric of most Imperial lackeys. Jir, a competent and ruthless member of the 501st stormtrooper legion, rightly predicted that Senate turncoat

Princess Leia Organa would not betray the Rebellion, even with her life at risk.

The Inside Track: The fiery officer who dared raise his voice at Darth Vader ("She'll die before she'll tell you anything!") in *A New Hope* was finally given a name when Decipher released its Customizable Card Game.

The video game *Battlefront II* identified the 501st stormtrooper legion as the group responsible for storming the *Tantive IV*, thus retroactively making Commander Jir a likely member of that eminent company. His name appears to be a pun on the word "danger."



GENERAL TAGGE

In the Death Star's conference room, General Cassio Tagge is the wet blanket for Admiral Motti's enthusiasm, warning of the Rebel Alliance's strengths and the Death Star's weaknesses. Given the Alliance's victory at Yavin (in which Tagge lost his life), the general's negativity is revealed as prescient, clear-eyed pragmatism.

General Tagge was a member of the noble House of Tagge, owners of the manufacturing conglomerate TaggeCo and some of the wealthiest people in the Empire. The House of Tagge pulls the strings behind a number of nefarious plots between the events of the Battle of Yavin and the Battle of Endor. General Tagge's brothers Ulric, Silas, and Orman, as well as his sister Domina, ensnare Luke Skywalker in the Omega Frost trap, force Luke into a lightsaber showdown on Monastery, and nearly kill Lando Calrissian inside the Red Nebula.

The Inside Track: Of all the 1970s-era sideburns visible on the Death Star in *A New Hope*, General Tagge's muttonchops are the most memorable. Though it was reasonable to assume that Tagge died in the film's climax, a General "Ulric Tagge" appeared in the 1970s *Star Wars* comics published by Marvel.

In the "Star Words" letters column, the editors revealed that this Ulric Tagge was intended to be the same character as the General Tagge seen in *A New Hope*, presumed to have escaped the Death Star's destruction. However, around the turn of the century, *starwars.com*'s Databank revealed Ulric as a sibling of Cassio Tagge, rather than the same guy. Meanwhile, the movie general's first name itself was established in *Geonosis and the Outer Rim Worlds*.

A youthful version of Cassio Tagge appears in the online webstrip *Evasive Action: End Game*, discovering that it's not wise to cross Darth Vader.



✪ CAPTAIN LENNOX ✪

Captain of the Star Destroyer *Tyrant* and part of a proud legacy of military men, Xamuel Lennox despised the political maneuvering and backstabbing in which Imperial fleet officers engaged. Not a fool, he realized that if he continued following the noble model of his predecessors, he'd be swept away in the merciless Imperial war machine just as the Old Republic had been. Adopting a philosophy of, "if you can't beat 'em, join 'em," he fiercely protected his station by mastering tactics of deception as ably as those of warfare.

The toll this attitude took on Lennox's conscience was significant. For Lennox, the Galactic Civil War was not an issue of good vs. evil, but of Rebel immorality on one end and Imperial depravity on the other, with himself caught in the middle. It was the Rebel Alliance that had brought this civil war upon the galaxy, after all, and despite the Rebels championing of the sacred values of the Republic, Lennox knew that the old

government had been just as riddled with corruption as the Empire they demonized. Sadly but undeniably, Lennox realized, the universality of deceit was the only true state of things.

At the Battle of Hoth, Lennox's Star Destroyer was damaged by ion cannon fire, allowing several Alliance transports to escape. His vessel, the *Tyrant*, was ultimately captured by the Rebels' "New Republic" after the Battle of Endor and renamed *Rebel Dream*.

The Inside Track: Admiral Piett is often credited with Lennox's one line from the *Empire Strikes Back*. When Rebel transports are fleeing the Hoth system, Lennox gloats, "Good. Our first catch of the day." While Lennox's face is not clearly visible, one can tell by the deep voice that it is clearly not Piett speaking. Part of the confusion can be blamed on the novelization, which assigns the line of dialogue to Piett.

✪ ADMIRAL OZZELL ✪

Scion of an influential Carida family, Kendal Ozzell used his name to climb the social ranks in Core World high culture. As the second-born son, he knew he would never inherit his family's mining and real estate holdings, so he bullied lesser-born bureaucrats into making him a star in the Imperial Navy. After his promotion to captain, Ozzell worked as an academy instructor on Coruscant until the annihilation of the first Death Star cleared out the Empire's top officers.

Obtaining command of the Star Destroyer *Reprisal*, Ozzell eventually seized captaincy of Darth Vader's Super Star Destroyer *Executor*, then took over as admiral of Vader's Death

Squadron following the death of Admiral Griff.

Two mistakes doomed Ozzell: his inability to recognize that a probe droid had located the Rebel base on Hoth, and his hyperspace miscalculation that allowed the Rebels to raise their energy shield, forcing the Empire to commit to a ground invasion. The rest is history, as is the late admiral.

The Inside Track: The actor who portrayed Ozzell, Michael Sheard, made his mark as a villain in another Lucas-connected film. In *Indiana Jones and the Last Crusade*, he appears briefly in a scene as Adolf Hitler.



✪ ADMIRAL PIETT ✪

In many ways the polar opposite of Admiral Ozzell, Firmus Piett attained his lofty position not through family deal-making but by old-fashioned, dogged professionalism. Born in the urban war zone of the Outer Rim planet Axxila, Piett rose to command a sector fleet and won the attention of Darth Vader. Though his blue-collar beginnings rendered Piett all but invisible to Palpatine and his elite grand admiralty, Vader assigned the talented officer to his personal Death Squadron. Soon Piett captained the *Executor*, after Ozzell's blunders in the Battle of Hoth, Piett became an admiral and operating commander of the Death Squadron.

When the *Millennium Falcon* slipped through Piett's grasp above Bespin, many considered him ruined. It was a testament to Piett's skill that he survived the debacle (and more to the point, Vader's judgment) with his throat intact. Nearly a year later, Piett died at Endor when a kamikaze A-wing rammed the *Executor's* bridge.

The Inside Track: Piett, played by Kenneth Colley, is a favorite among fans for his quiet competence and his Houdini-like ability to escape Vader's wrath. His first name is derived from the Latin for strong, reliable, and solid.



VEERS

GENERAL VEERS

Unlike Motti, Ozzel, or Needa, Maximilian Veers had no need to fear Vader's wrath. He was so confident in his abilities that he calmly told the Dark Lord, "You may start your landing" before he'd even taken out the Hoth Rebels' shield generator.

Veers had few political connections but earned regular promotions through raw skill. He commanded the Imperial garrison on Corellia when Darth Vader found him and assigned him to the Super Star Destroyer *Executor*, using the occasion to promote him to general. During the Battle of Hoth, Veers' AT-ATs routed the entrenched Rebel enemy, despite the loss of one walker to a trip cable and another to a bomb in its belly.

The Inside Track: In the novelization of *The Empire Strikes Back*, Veers apparently dies when a snowspeeder rams the head of his AT-AT. Since both Veers and the snowspeeder pilot (Hobbie Klivian) appear in later Expanded Universe sources, the crash was obviously less than fatal. Veers dies "offscreen" during the comics series *Dark Empire II* after leading a division of war droids into battle.

Like his fellow officer Admiral Ozzel, Maximilian Veers can be seen in 1989's *Indiana Jones and the Last Crusade*, where Veers' actor Julian Glover adopts an American accent to portray the villainous Walter Donovan.

CAPTAIN NEEEDA

"Apology accepted, Captain Needa." Since the captain was already quite dead when Vader spoke those words, it can only be hoped that the Star Destroyer *Ilunkeys* whose duty it was to drag away the body appreciated the Dark Lord's dry wit.

Before serving the Galactic Empire, Lorth Needa fought for the Old Republic in the Clone Wars. In fact, at one point during the Battle of Coruscant, he nearly captured the notorious Separatist General Grievous. Later, within the ranks of the Imperial Navy, Needa became a confidant of the influential Admiral Ozzel, and his connections earned him a promotion to captain of the Star Destroyer *Avenger*.

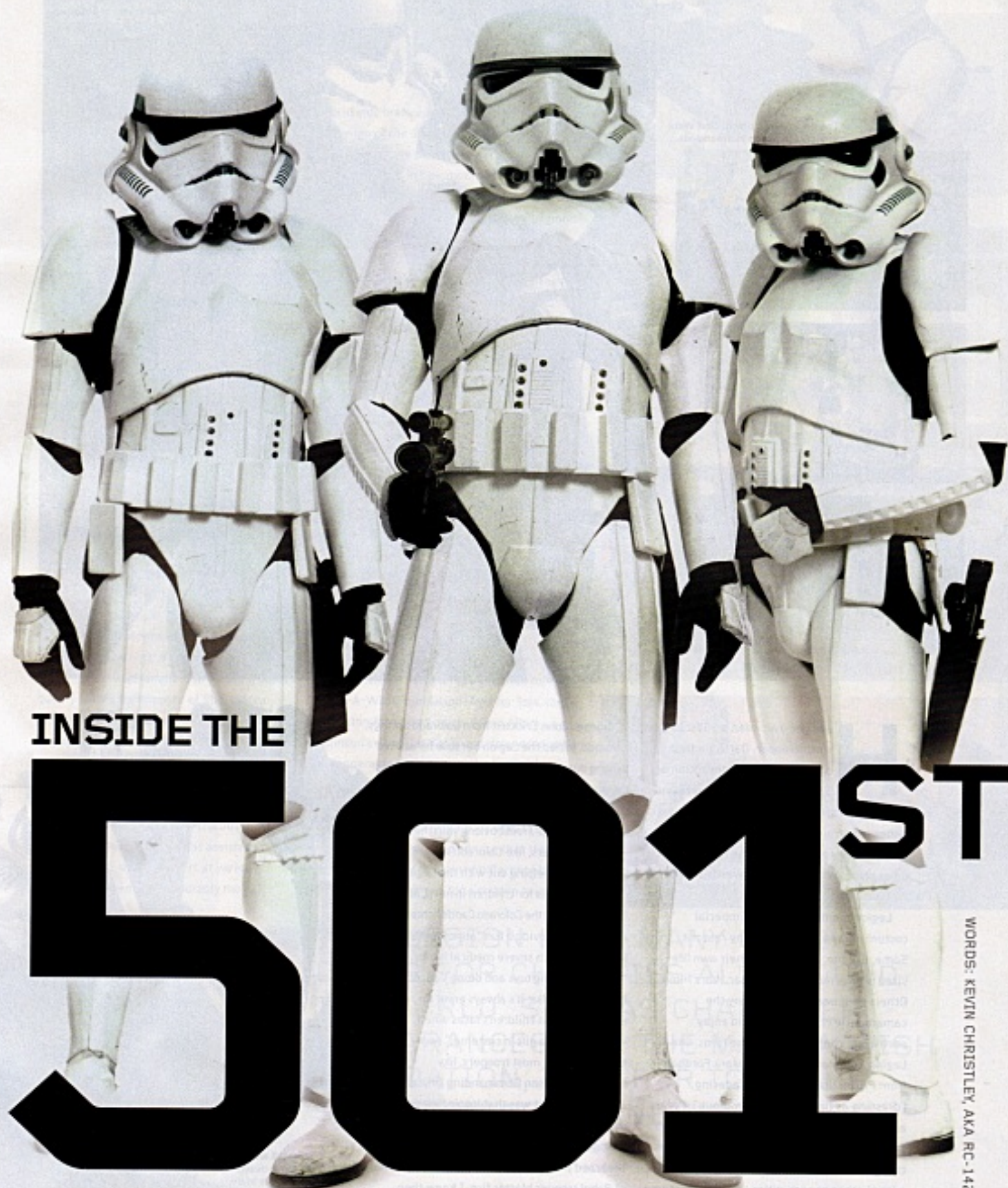
Following the Battle of Hoth, Needa tried to nab the *Millennium Falcon* in the Hoth asteroid belt, but lost his quarry

when Han Solo attached his ship to the *Avenger's* conning tower. Needa didn't blame his crew and accepted full responsibility for the loss, a decision that was both honorable and fatally stupid.

The Inside Track: Captain Needa was the second officer to die of invisible strangulation in *The Empire Strikes Back*, deftly illustrating Vader's zero-tolerance policy for failure. According to Michael Stackpole's novel *X-Wing: Wedge's Gamble* (which also gave the Imperial his first name), Lorth Needa was survived by his cousin Virar. Lorth's failure to capture the *Millennium Falcon* resulted in shame for the entire Needa clan, forcing Virar Needa to accept a dead-end posting aboard a solar mirror orbiting Coruscant.

NEEDA





INSIDE THE

501ST

**EVERYTHING YOU EVER WANTED TO KNOW ABOUT JOINING THE
EMPIRE WITH THE 501ST LEGION, BUT WERE TOO AFRAID TO ASK!**

WORDS: KEVIN CHRISTLEY, AKA RC-1422

The original inspiration: Star Wars stormtroopers in action in the movies...

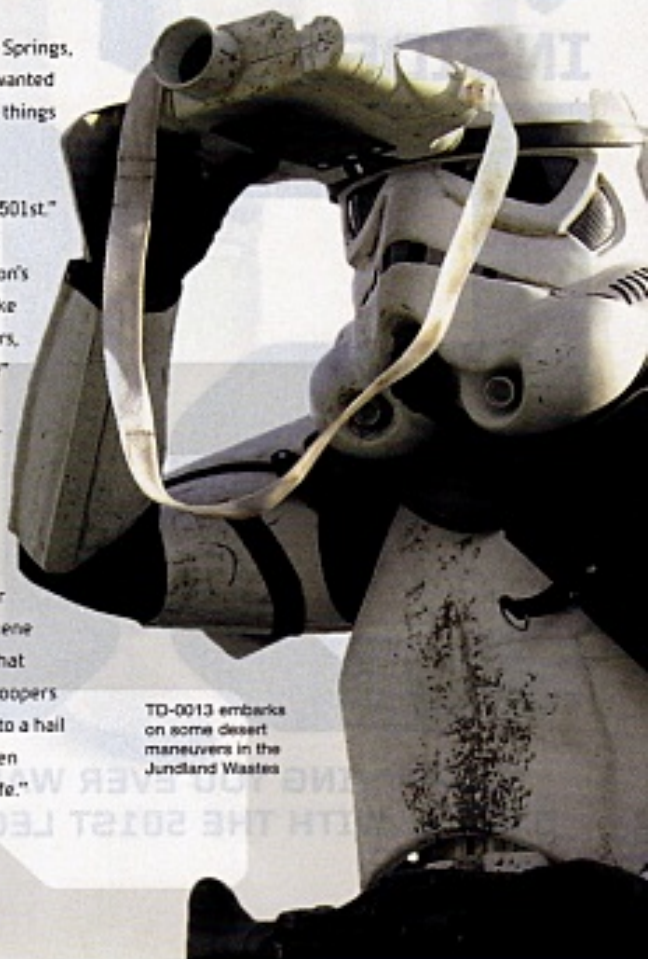


Have you ever seen a 501st Legion stormtrooper, Darth Vader, or Boba Fett at a convention or Star Wars movie premiere and wondered what they were all about, but were either too afraid or too embarrassed to ask? What motivates these extreme fans to dress up as characters from their favorite movies, and is that all they do?

Legion members get into Imperial costuming as a hobby for many reasons. Some, like me, simply want their own life-sized prop armor from the Star Wars films. Others do it because they enjoy the camaraderie of other fans who enjoy portraying characters from the films, like Legion Commanding Officer Mark Fordham, from Provo, Utah. "I'd been Vadering [dressing as Darth Vader] for about 14 years and discovered the 501st Legion on the web. I noticed that they accepted more costumes than just stormtroopers. Because there aren't a lot of other opportunities to wear a costume besides Halloween, I joined up."

Trooper John Erickson from Colorado Springs, Colorado, joined the Legion because he wanted to hang out with fans who enjoyed doing things together. "A lot of groups imply go to conventions and that's it; they rarely do things as a group. I feel I belong with the 501st."

Other troopers, like Colorado's Brent McClay, enjoy helping out with the Legion's charitable works for children in need, like Toys for Tots and the Colorado Candlelighters, a group that provide a fun "atmosphere" for children with severe medical issues. "I love gathering toys and doing Cancer fundraising walks; it's always great to see the smile on children's faces when you give them a gift in costume," says McClay. But for most troopers, like Mountain Garrison Commanding Officer John Drndorff, it was that iconic first scene in *Star Wars: Episode IV A New Hope* that changed their lives. "When the stormtroopers breached the airlock on the *Tantive IV* to a hail of Rebel trooper blaster fire, I knew then I wanted to be a stormtrooper in real life."



TD-0013 embarks on some desert maneuvers in the Jundland Wastes

EVER SAGA HAS A BEGINNING

So how did it all begin? The 501st Legion was started in 1997 by *Star Wars* fans Albin Johnson and Tom Crews in Columbia, South Carolina. They decided it'd be cool to get some armor and show up in public as characters they loved from the original trilogy: menacing white-costumed stormtroopers. But even when they attended the premieres of *The Empire Strikes Back* and *Return of the Jedi* Special Editions and got a huge reaction from the fans, little did they imagine that two would grow to more than 3,000 members worldwide in just a decade! The Legion received its unique moniker because Albin wanted "a number that sounded like a military unit, and it had to be a big number," as well as a motto that "sounded tough in a non-specific way," so "The Fighting 501st" began as a small web site entitled "Detention Block 2551."

One of the first troop duties was escorting Peter "Chewbacca" Mayhew at a small convention, where they assisted security by keeping the crowds controlled in a playful manner, making Mayhew feel welcomed and at ease with the crowd. As they were clanking around in their armor, Mayhew remarked: "These stormtroopers are pretty noisy, aren't they? I'm going to crush them if they don't be quiet!" The crowd laughed, while the troopers quietly feared the thought of Chewbacca pulling their arms out of their sockets! Mayhew soon became one of the first of many honorary members of the Legion, and to this day the 501st has forged great relationships with many *Star Wars* celebrities who know they're amongst family with the 501st.

In addition, the Legion has assisted Lucasfilm Ltd. over the years at various promotional events, most notably the

worldwide premieres of *Star Wars: Episode III Revenge of the Sith*. Lucasfilm's Head of Fan Relations, Steve Sansweet, notes "The Legion's impact is clear in how much we turned to 501st garrisons worldwide to help us and our partners launch Episode III. And the Legion's name has been adopted as part of the *Star Wars* mythos." For 501st troopers, there has been no prouder moment than witnessing the 501st Legion on screen entering the Jedi Temple accompanying Darth Vader in Episode III - forever immortalizing the Legion in *Star Wars* history!

That film, together with four *Star Wars* Celebrations, the *Battlefront II* video game, and numerous book references, helped the 501st Legion evolve into what has become Lucasfilm's preferred Imperial costuming group, a fact celebrated by the 501st's inclusion in Lucasfilm's entry in the 2007 Tournament of Roses Parade on New Year's Day 2007 in Pasadena, California.

The Legion wasn't invited to participate just because members looked cool. Rather, it was both a celebration and a personal "thank you" from George Lucas for the many good deeds the Legion does for charities all around the world, such as character appearances for the Make-A-Wish Foundation, Toys for Tots, the Salvation Army, and more. When Albin Johnson's daughter Katie was diagnosed with an inoperable brain tumor, the Legion displayed its true colors by pulling together to support both her and the entire family with financial support, love, and courage. It's these kinds of selfless acts and service that show how one trooper can make a difference by offering his or her help for a child in need.

"THE LEGION DOES MANY GOOD DEEDS FOR CHARITIES ALL AROUND THE WORLD, SUCH AS CHARACTER APPEARANCES FOR THE MAKE-A-WISH FOUNDATION, TOYS FOR TOTS, THE SALVATION ARMY, AND MORE."





Snowtroopers Sith Chick and Darth Hair chill out at Celebration IV



Above: Classic stormtrooper action, as Leia is confronted

Left: Kevin Christley poses (RC 1422) for pictures at Starfest 2007

A PERSONAL ODYSSEY

I began my own path down the dark side in 2001 when I felt the need for something more than my *Star Wars* Galaxies video gaming experience. In the game, you can collect various items such as armor, and after a while I thought it'd be cool to have some real-world armor. So I began my search on the Internet and quickly ran into friends with similar interests who referred me to my local 501st Mountain Garrison in Colorado for assistance.

The first costume I put together was an *Empire Strikes Back* Darth Vader, which I used to join the 501st Legion. I chose Vader because I always loved his menacing presence in the films and our local squad didn't have a Vader costumer at the time. After several "charity troops" with the garrison, I became obsessed with costuming and over the next several years put together costumes for a shadow trooper, stormtrooper, Episode II clone trooper, Sith shock trooper, Tusken Raider, Boba Fett, and finally an Omega Squad Republic Commando as portrayed in the book *Star Wars: Republic Commando Triple Zero*, by Karen Traviss.

It's not an easy process assembling a costume from scratch and getting it through the Legion's approval process, because there are high standards. They are in place so that the Legion can become better ambassadors for the fans and set the bar high for costuming excellence, while still having fun. Luckily, the Legion provides numerous costuming resources that can get would-be members started.

EVERY SAGA HAS A BEGINNING

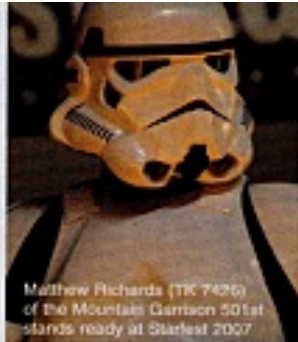
The first thing to decide is what costume to make. The Legion's many costuming Detachments were established to sort out the costuming requirements and get members in contact with other enthusiasts who have either completed or are building similar costumes. To become a member of the Legion, a fan must be at least 18 years old and own a professional-quality Imperial *Star Wars* costume. There are no dues or fees, and all members have to do is participate in at least one troop a year.

Second, members-to-be will have to examine their potential budget, as accurate costuming is expensive and there's no one-stop shop for purchasing a professionally-licensed costume. Costumes have to be created from scratch or from existing parts and pieces. An accurate Vader or Fett costume can cost nearly \$4,000 to complete and a stormtrooper can cost upwards of \$1,000, not to mention several weekends just to put it all together. New members can save lots of money, time, and frustration by assisting with group projects, even if they're not particularly skilled. To help new members, local 501st squads hold "armor parties" where members help each other assemble and customize their armor. Of course, most troopers are never totally satisfied with their costumes and are constantly customizing and upgrading their suits for increased comfort and accuracy.



AKA (RC-1422) in his Republic Commando Armor IG

"SCULPTING ARMOR FROM SCRATCH IN CLAY IS A LABORIOUS PROCESS THAT TOOK SEVERAL MONTHS AND A MAMMOTH PILE OF REFERENCE MATERIALS AND PICTURES TO GET ALL THE ARMOR DETAILS EXACTLY RIGHT."



Matthew Richards (TK 7426) of the Mountain Garrison 501st stands ready at Starfest 2007



Harry Yung TK/DC15158 Clone Trooper Command Cody at Celebration IV



David Raney (TK 5307), 501st clone trooper, at Celebration IV



Trooper TD-0013 with a few Ryloth slimmers at the Pasadena Rose Parade

The fan-created 501st Legion became canon through their appearance in *Revenge of the Sith*

CHARITY COSTUMING

In the case of my latest costume, I discovered a team project that was creating Republic Commando armor. As a huge fan of both the video game and the book series, I was very interested in this project and the process of creating a brand new costume for the Legion. The team sculpted 1:1 scale armor from scratch in clay, a laborious process that required several months and a mammoth pile of reference material and pictures to get all of the armor details exactly right. Then the team vacuum-formed .90 inch white ABS plastic over the clay bucks (a sculpted clay mold) to mold the final, wearable armor and trimmed it to fit.

When I finally got the armor, it took several days to sand, prime, paint, and test fit. Once we figured out how it fit together properly, our squad held a local armor party to assemble and strap on the armor with a harness system so it fit comfortably for extended periods of time without pinching. Then it took several more days to install LED lighting, sound effects boxes, voice amps, and fans for cooling.

Most 501st members use repainted, off-the-shelf Hasbro toy blasters, while other groups, such as the U.K.'s PVC Blaster Group offer free plans to scratch-build your own blaster out of

commonly available materials. Elite troopers have even gone so far as to build their own movie-accurate blasters from demilitarized vintage WWII Sterling sub-machine guns, but trooping with these blasters, which look like real guns, has the potential to get you in trouble with the law in this post 9-11 world.

The result of all the work was an impressive costume that most fans recognize on sight. My first troop to test the fit was for a local charity event for the Colorado Candlelighters. The kids loved interacting with the various characters, getting gift bags, and having pictures taken with all the troopers. Troopers got the satisfaction of knowing that these children and their families wouldn't have had a Christmas at all without their assistance in gathering toys and money from local businesses during the year.


We also make numerous character appearances for the Make A Wish Foundation and at local children's hospital wards for terminally ill kids. These troops are often the hardest for us, and it's a good thing we're wearing helmets, because even the toughest trooper who manages to maintain his or her composure during the visit often breaks down afterwards. We truly bond with these children


during the brief time we spend with them. The families always thank us for granting their child's dream of meeting characters from the Saga.

I believe Mark Fordham, our Legion Commander said it best: "The Legion has gone beyond costuming to becoming the characters themselves." When a young boy asked Mark why he, dressed as Vader, was such a bad guy in the films, Mark replied to the boy, "I don't have that many friends; do you?" He said "Yes", and Mark asked the boy if he would be his friend and the shy boy replied "Yes", smiling ear to ear. I think in that one pivotal moment, this small child believed in all his heart that he'd rescued Vader from the dark side and redeemed him as a good guy forever. That's the greatest satisfaction that any 501st Trooper can strive for. ☺


Kevin Christley is a trooper with the 501st Mountain Garrison and Detachment Leader for the 501st Special Operations Detachment. You can check out the 501st Legion on the web at www.501st.com and view the Legion's costuming resources at www.501st.com/resources.php. The PVC Blaster Builder's Club URL is www.imperial-fleet.com/bbcforum/viewforum.php?f=288.





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
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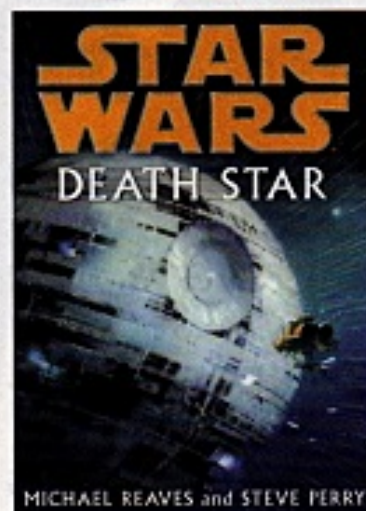
**STAR
WARS**

JAWA'S CORNER

PACKED WITH ALL THE LATEST STUFF
FROM THE *STAR WARS* UNIVERSE

THE ULTIMATE POWER IN THE UNIVERSE

AN ENSEMBLE CAST TELLS THE TALE OF LIFE ABOARD THE DEATH STAR



In Kevin Smith's *Clerks*, Dante and Randal argue about whether innocent contractors were killed when Lando Calrissian blew up the second Death Star over Endor. To quote Randal's famous line: "You think the average stormtrooper knows how to install a toilet main?"

It's played for laughs, but Smith had a point – and in Michael Reaves and Steve Perry's *Death Star* (Del Rey \$25.95/Century £18.99), we get to meet some of the people aboard the first Death Star, the battle station born above a planet named Despayre and fated to be destroyed above the gas giant Yavin. Some of those we meet are among the galaxy's most-hated villains – Darth Vader, Grand Moff Tarkin, and the scheming Admiral Motti. But not all of them are so easy to loathe – some are just in the wrong place at the wrong time.

"Given the enormous personnel count on the Death Star, it's kind of hard from the get-go to believe that they were all mustache-twirlers," Reaves says. "We tried to present all different points of view, even the Empire's side."

In *Death Star*, published this October, readers will get to know (and come to care about) an ensemble cast of Imperials caught up in a civil war they have growing doubts about, and trapped aboard a battle station they find increasingly unsettling. There's TIE pilot Vil Dance, architect Teela Kaarz, gunner Tenn Graneet, doctor Uli Divini, escaped convict Celot Ratua Dil, librarian Ator Ritan, Twi'lek bartender Memah Roothes, Rodo the bouncer, and stormtrooper Nova Stahl. Sorry, *Clerks* fans – none of them tackle a toilet main. But all face grim questions: What do you do when you begin to think you're on the wrong side of a war? And what, if anything, can you do about it?

Perry – author of 1996's *Shadows of the Empire*, and Reaves' collaborator on the two *MedStar* books (in which Uli is a character) – says creating an ensemble cast is "always an interesting challenge, especially when dealing with a story to which the ending is already known."

For the cast, he says, "We needed folks from all walks of life: moffs, admirals, TIE pilots, swabbies, pubtenders, thieves, architects, librarians, the good, the bad, and the ugly. Even in fiction, war has innocent casualties. We needed to show who some of them were."

"It's an interesting challenge, dealing with a story to which the ending is already known."

—Steve Perry



TECHNOLOGICAL TERROR

The grand battle station is practically a character in its own right, from the details of its construction to its first operations and its fateful appointment at Alderaan. Nearly every scene conveys the sheer immensity of the place, from its endless steel corridors to the thrum of its engines. Within that baleful setting, Reeves and Perry walk the reader through a good chunk of *A New Hope*, putting us inside the heads of Tarkin, Vader, and Motti for new looks at scenes we know by heart – and offering some surprising twists that happened just off-screen. The two also weave *A New Hope* together with the revelations of the prequels and the inventions of the Expanded Universe, making a familiar story even richer.

Integrating *Death Star* with scenes from the original movie was the most fun part of their assignment, says Reeves – whose other *Star Wars* credits include 2001's *Darth Maul: Shadow Hunter* and the forthcoming *Coruscant Nights* trilogy. "The basic rule was to set up scenes in which our characters were either somehow inspired by or able to render some sort of minor aid to the characters of *A New Hope*," he says. "That was a little tricky – we couldn't have our guys doing the behind-the-scenes work for Luke and the others, after all. It's a little like the ways in which Marty McFly helps his earlier self in *Back to the Future, Part II*."

The idea for the book began with Reeves, who pitched it to Del Rey's Shelly Shapiro. The actual writing process was marked by plenty of give and take, a routine honed by Reeves and Perry over a number of collaborations.

"On the *MedStar* books, we alternated chapters – I'd do one, he'd do one, sometimes we'd flesh out favorite characters," Perry says. "Since I'm somewhat faster on first drafts and was less busy than Michael this time, I tended to write a fair-sized chunk, send it to him, then he'd rewrite it, cutting or adding, and send it back. Whereupon I'd fiddle with it some more, and ship it to him again, all via email. Eventually, we got to a place where we were both satisfied, so we moved on."

"We usually write sequences and then pass them back and forth until we're happy with them," Reeves says. "It isn't always linear. Sometimes one of us will come up with a scene which doesn't seem to fit anywhere, but which we like too much to drop. These usually wind up somewhere in the middle."

"We had questions of our own, and we wanted to offer answers: What about that planet-destroying weapon? How did it work? Who pulled the trigger?"

— Steve Perry



THERMAL VENT

In figuring out how much of the Death Star's long history to tell, Perry says "We knew we wanted to start with the construction. We also knew that there was so much material we couldn't begin to stuff it all into one book, so we narrowed our focus to fairly late in the [construction] process."

He adds: "We both had questions of our own, and we wanted to offer our answers: What about that planet-destroying weapon? How did it work? Who pulled the trigger? And those stolen plans? What thermal vent? Oh, that thermal vent. The who-where-what-when-why-and-how of those things, those were what I was curious about. Now I know."

"I know this sounds disingenuous, but if you create interesting characters and put them in tense situations, pages come out," Reeves says. "Our timeline was from construction to destruction; within that, we just let the various conflicts proceed."

Those conflicts reach their climax during the Rebel assault on the Death Star, adding a counterpoint to the heroism of Luke Skywalker and Han Solo: Will the battle station's innocents escape the calamity we know is coming? Or will Luke's triumph be their tragedy?

"It wasn't our intention to taint people's enjoyment of *A New Hope* – after all, war is war, and innocent people die," Reeves says. "We tried to make the case that it was for the greater good, but that's for you to decide. Personally, I like to think that Luke had some sleepless nights after lobbing those proton torpedoes. It makes him more human to me." ☐

COMICS

WORDS: DANIEL WALLACE

IMPERIAL FRAMES

STORMTROOPERS! STAR DESTROYERS!
WHY STAR WARS COMICS LOVE THE EMPIRE!

What's the one thing that fans love most about the Empire? And why does it make Imperials a natural fit for the comic book page? The answer? Visual design. "The Empire has an amazing design sense," says writer/editor Scott Allie. "I'd take a TIE fighter over an X-wing any day." Artist Jan Duursema agrees, asking, "Who doesn't want a turn at wearing the Imperial uniform or the Sith armor? I've always thought the Imperials have the most impressive looking tech as well." Writer/editor Jeremy Barlow ruminates on the question for a moment, before circling back to an identical conclusion. "Some folks are drawn to the Empire's strictly regimented order, sure, but I think deep down it's because everything just looks so damn cool."

Storytelling in the Empire has proven equally fruitful, with hundreds of comics featuring Imperials as protagonists or antagonists since Dark Horse

began publishing *Star Wars* comics in 1991. The richest territory is often found during the time frame of the classic trilogy, when Darth Vader commanded a disciplined military force and the Rebel Alliance consisted of outclassed, outgunned underdogs. Scott Allie knew this when writing "Betrayal," the inaugural story arc in *Star Wars: Empire* (published as issues #1-4). Allie's tale, completely devoid of Luke Skywalker or other Rebel heroes, spotlights a plot against Vader launched by a cabal of power-hungry moffs. "You've got a bunch of people with no apparent morals, who are in a very do or die environment," explains Allie. "Power's the only thing that's gonna keep you alive, so you fight for it." The lack of a clear-cut hero in "Betrayal" meant that Vader himself had to assume that role — an awkward position for *Star Wars'* supreme bad guy. "I never wanted to forget that this was an evil guy, capable of merciless acts," Allie says. "I did see him as the most moral of the evil men in the story. He was the hero,

in that he was the one we watched wrestle with all questions of loyalty."

Issue #13 of *Empire* took another (slightly) sympathetic turn. "What Sin Loyalty" tells the tale of a lowly stormtrooper assigned to protect an Imperial commander. The dutiful soldier struggles to protect his charge while unraveling a sinister conspiracy, only to meet his end aboard the Death Star as the climax of *A New Hope* unfolds outside the window.

"I love stories that surprise me and subvert my expectations, and as far as I knew flipping the script on the Empire/Rebellion dynamic hadn't been done before," says Barlow. "Telling a story from the POV of an enemy soldier on the front lines — and making that character someone the reader would care about — was a fun challenge. There are plenty of mustache-twirlers in the Empire, and there should be. But for me, the more interesting villains are the ones who don't see themselves as villains at all."





A FORCE FOR GOOD

The shift in perspective allows a familiar dynamic to be seen through fresh eyes, and begs the question of whether the Empire is as thoroughly rotten as it's presented on screen. "I can imagine growing up on some backwater world and, never having any firsthand experience with Imperial oppression (or with stormtroopers torching your family's farm), thinking that the Empire holds everything together," says Barlow. "It provides education and opportunities, and creates an economy that wouldn't otherwise be there. Sure, it's an unwieldy bureaucracy, but it's better than the alternative, which might be, depending on your sector, rule by the Hutts or other criminal organizations. Or worse, complete anarchy."

Although the mighty Empire appeared to crumble in the closing scenes of *Return of the Jedi*, it has proved devilishly difficult to stamp out as seen in subsequent comics. The *X-Wing Rogue Squadron* series chronicled Jedi's aftermath, with the manipulative Ysanne Isard assuming the Imperial throne while warlords such as Prince Admiral Krennel scuffled over the scraps. A cloned version of Emperor Palpatine returned in *Dark Empire* and its sequels, driving the New Republic to its knees. *Crimson Empire* presented the saga of a former Royal Guardsman who takes revenge on the pretenders who have taken up the Empire's reigns. By the time of *Star Wars: Union*, the Empire—or the "Imperial Remnant" as it had become known—was so shrunken in power and prestige that its loyalists were reduced to causing a ruckus at Luke Skywalker's wedding ceremony.



"Some folks are drawn to the Empire's strictly regimented order, sure, but I think deep down it's because everything just looks so damn cool."

— Jeremy Barlow

Yet the extragalactic invasion of the Yuuzhan Vong (chronicled in the New Jedi Order series of novels) provided the lever for the Empire's ascension. By the time of *Star Wars: Legacy* (set 137 years after the destruction of the first Death Star), it's an Imperial galaxy once more. A civil war fault line has divided a new legion of Sith Lords from the military forces of deposed Emperor Roan Fel. The setting of *Legacy* raises the issue of whether you can tell a *Star Wars* story without an Empire.

"We wanted to recreate the feel of *A New Hope* and that meant including an Empire," says *Legacy* writer John Ostrander. "It also made sense. You had the Imperial Remnant still hanging around, and having it evolve into a Second Empire seemed reasonable. Visually, that gives us

stormtroopers, Imperial officers, Star Destroyers, TIE fighters of some sort—all important visual connections to *Star Wars*." Adds *Legacy* artist Ourssema, "While we were reading the New Jedi Order books there was a feeling that the Empire was rising again, but as a legitimate galactic player instead of a totalitarian dictatorship. I guess the question remains, is having a 'good' Empire kind of like using the dark side for good?"

Ostrander feels that the Empire holds a great deal of iconic power. Its clean lines reflect its regimented order, which continues to hold a deep attraction for some. "There is a power fantasy there, I would think," he says. "You do as I say because I tell you. Me—I'll take democracy. With all its messiness."



TOYS

WORDS: JEREMY BECKETT

SIX OF THE BEST

HASBRO UNVEILS ITS EIGHTH WAVE IN THE 30TH ANNIVERSARY COLLECTION—JUST IN TIME FOR THE END-OF-YEAR-HOLIDAYS!

You asked for them—you got them! Padmé in her "first date" gown, an unclad Clone Trooper, a casually caped Jango Fett, Voolvif Monn (the Shistavanen Jedi Knight from the *Clone Wars* cartoons), a shielded Destroyer Droid, and the latest addition to the McQuarrie Signature Series. All six of these new action figures will be available from the middle of December, priced \$6.99.

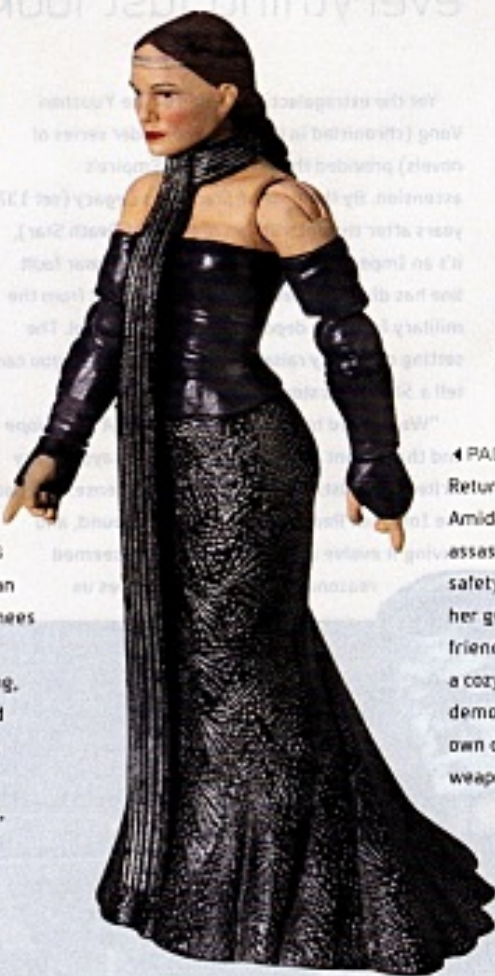
JANGO FETT ▶

When Jango Fett and Obi-Wan Kenobi meet, the Jedi's questions and the bounty hunter's replies are civil and bland. Beneath the surface of this polite conversation runs an undercurrent of suspicion and menace as they size each other up, both anticipating they will meet again under less agreeable circumstances. The ultimate bad boy scout is ready for action in any weather with this action figure, which comes with a soft poncho, weapons, and exclusive collectors coin.



▶ PADMÉ AMIDALA

Returning to Naboo under a shroud of secrecy, Padmé Amidala seeks sanctuary from the threat of Dooku's assassins. With her Jedi protector guaranteeing her safety the senator of this peaceful planet begins to let her guard down and before she knows it her old friendship with Anakin Skywalker is rekindled. Sharing a cozy fireside meal, Anakin delights her with a playful demonstration of the Force. Fans will experience their own delight with this figure, which comes with a weapon and exclusive collectors coin.



▶ CLONE TROOPER WITH TRAINING FATIGUES

Based on the army-in-training discovered by Obi-Wan Kenobi on Kamino in *Attack of the Clones*, these trainees wear red uniforms to identify their status while undergoing intense marksmanship, weapons handling, and drill training. Together they sleep, eat, learn, and fight in order to preserve the Republic against Count Dooku and his Separatist coalition. This figure has detailed styling and comes with clone trooper armor, a weapon, and an exclusive collectors coin.





DESTROYER DROID

Droidekas, or destroyer droids, are more dangerous and harder to stop than battle droids or even super battle droids. Armed with twin blasters and programmed to destroy, they can surround themselves with a protective energy shield or curl into balls to roll into attack at great speed. The new 30th Anniversary Collection figure comes with detachable blaster bolts, an exclusive collectors coin, and—for the first time ever—a protective shield!



MCQUARRIE SIGNATURE SERIES— CONCEPT REBEL TROOPER

Concept artist Ralph McQuarrie was instrumental in coming up with much of the look of the original Star Wars movies, and Hasbro has developed figures that pay homage to some of his designs. His sketches of Rebel troopers show the distinct headgear and simple uniforms that encapsulate the lean, focused intensity of the Rebel Alliance forces. In his drawings, McQuarrie has captured the Rebels' unity of purpose and determined independence that characterize the Alliance's proud fighters.

VOOLVIF MONN ▶

This aloof and solitary Shistavanen Jedi Knight is the second Star Wars character to step out from the animated Clone Wars series. As one of the few survivors of the Battle of Geonosis, Monn later saw action on Muunilinst, but his ultimate fate is unknown—he may have survived the Clone Wars only to pass to the Force during the Jedi purge. Whatever his fate, Hasbro keeps Voolvif Monn alive with detailed stylings, a lightsaber, and an exclusive collectors coin.



MOTTI THE BARBARIAN?

PLUS, WHO'S WHO IN THE EMPEROR'S INNER CIRCLE, AND WHY RUMORS OF EWOK ANNIHILATION ARE GREATLY EXAGGERATED



The Emperor's Inner Circle, or Palpatine's creepy advisors, depending on your point of view....

How have you decided to treat the "Conan Antonio Motti" name from the recent Conan O'Brien show as canon for Holocron purposes? Is it just another joke, or are you taking it a bit more seriously than that?

Sarek, via internet

For those who missed it, back in May the late night talk show *Late Night with Conan O'Brien* taped a week of shows in the San Francisco Bay Area. George Lucas was a guest during one of the tapings. There was an ongoing bit throughout the show about *Star Wars* trivia, which was incorporated into Conan's interview with George.

In response to a question posed by one of the producers of the show, George revealed Admiral Motti's full name as "Conan Antonio Motti." It just so happens that Motti is one of those movie characters that was never given a first name in the Expanded Universe, unlike say, Wilhuff Tarkin, Cassio Tagge, or Firmus Piett. So, barring any contradictions, Conan Antonio Motti was established as the in-continuity name.

But that's just part of the story. Turns out that Michael Reaves and Steve Perry actually had intended to give Motti the first name "Zi" in the upcoming *Death Star* novel. Zi Motti was approved and ready to go when George surprised the world with a name of his own devising; luckily, we were able to change the name before it went to print. Expect the first official fiction source bearing the name Conan Motti to come out in October. To my knowledge, this is the first time George Lucas has provided a character's first name unrelated to the prequel trilogy long after production of the film was completed.

Is there a backstory for Palpatine's creepy advisors who we see in *Return of the Jedi*? What species are they? They look awfully pale! And what happened to Sly Moore and Mas Amedda?

Paul Thompson, Newcastle, England

The advisors represent a small group of Imperial dignitaries allowed to confer privately with the Emperor. Also known as the Emperor's Inner Circle, the group consists of ministers and governors who have earned the Emperor's favor.

Despite their pale complexions, they are generally referred to as humans. Various depictions of the

advisors have shown them without the pale complexion, lending to the possibility that the pallid appearance might actually be cosmetic. Of the handful of advisors we see in the film, only three have been officially named: Janus Greejatus, Sim Aloo, and Kren Blista-Vanee. Notable advisors from the EU include Sate Pestage and Sim Aloo. The Pestage name was taken from an early version of the script for Episode V. As for Mas Amedda and Sly Moore, who were trusted advisors during Palpatine's reign as Supreme Chancellor, their fates have yet to be revealed. No word on whether either will play a role in the upcoming live-action *Star Wars* television series set in-between Episodes III and IV.

Why are the stormtroopers so keen to cover their tracks when they attack the sandcrawler in *A New Hope*? Surely the all-powerful Empire can do what it likes, and nobody is going to mind about horrid Jawaes getting blasted!

Melanie Cook, London, England

One possible explanation is revealed in the short story, "Drawing the Maps of Peace: The Moisture Farmer's Tale" from the *Tales of the Mos Eisley Cantina* anthology. The hero of the story, the titular moisture farmer, attempts to broker a peace



between the moisture farmers, the Jawas, and the Sand People. The Empire purposely sabotages his efforts. By creating friction among the native population, the perception that the Imperial presence on Tatooine is to restore peace becomes more palatable. From the films, we are well aware of the ongoing tensions between Tusken and the moisture farmers (Shmi's abduction and eventual murder by Tusken in Episode II, followed by Anakin's grizzly vengeance, plus the understandable attitude of those on the Lars homestead towards Tusken Raiders in Episode IV). Only in the EU is the violence between Jawas and Tusken Raiders brought to light, most notably in the *Illustrated Star Wars Universe* with its depiction of Jawa fortresses built to resist Tusken Raider attacks. The Jawas serve an important function to the moisture farmers and other locals who buy their wares, so certainly someone's going to mind if they get blasted. With the lingering presence of Hutts on the planet, whose sphere of influence in the Outer Rim has dwindled since the formation of the Empire, the Empire's hold on the planet is far from secure. Lacking strategic value to the Empire, it is unlikely that the Empire would want to commit unnecessary resources to a forceful subjugation of Tatooine when subterfuge such as this proves much more effective. From conversations between Luke and Biggs at Anchorhead in an Episode IV deleted scene and elsewhere, it is pretty clear that the inhabitants of Tatooine are not fully aware of the atrocities that the Empire has committed.

At the time of the original trilogy, what percentage of the stormtroopers are clones left over from the Clone Wars?

Barry Redmond, Cardiff, Wales

About a third of the stormtroopers at the time of Episode IV are Jango-based clones, though not all of those clones had reached battle-readiness before the end of the Clone Wars. It hasn't been determined how many of those clones actually fought in the Clone Wars. Because of growth acceleration, members of the original batch of clones, such as Able 1707 from the *Empire/Rebellion* comic series, are pushing their peak combat usefulness by the time of Episode IV. Karen Traviss' Republic Commando #3: *True Colors*, due in stores this October, and other stories in the Republic Commando saga will explore the genesis of some Jango-based clones bred specifically to serve the Empire.

I read a theory that, following the battle of Endor, all the Ewoks were killed by the fallout from the Death Star exploding so close to the moon! I don't mind, but is this canon?

David Adams, Chicago, U.S.A.

No, Lucasfilm does not consider the mass extinction of the Ewoks from a cataclysm on Endor as part of official continuity. From time to time, EU writers will write in tiny bits to dispute the theory, sometimes referring to the events as Imperial propaganda.

Is the RA-7 (Death Star Droid) the same droid who we see on the sandcrawler in *A New Hope*?

Tim Wells, Los Angeles, U.S.A.

RA-7 is actually the name for the model of droid, commonly referred to as the Death Star Droid. The RA-7 we see aboard the Death Star in Episode IV is designated 5D6-RA-7. The one seen in the sandcrawler is 3B6-RA-7, whose name and back story were recently revealed in a databank entry from the Hyperspace "What's the Story" feature. To answer the question as to what a Death Star Droid would be doing on a planet like Tatooine, 3B6's back story tells of how the droid was owned by Moff Dunhausen. Having heard rumors of the RA-7s being used by the Imperial Security Bureau to covertly spy on high-ranking Imperials, Dunhausen sent the droid on an ill-fated mission to Tatooine where it was lost to the Jawas. ©

IF YOU WANT TO ASK QUESTIONS, HASSLE OVER REPLIES, OR ANSWER SOME OF THE INQUIRIES YOURSELF HERE'S HOW TO CONTACT INSIDER:

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Please do not send unsolicited ideas, articles or art for Lucasfilm. Articles submitted must be strictly related to characters, vehicles or scenarios preexisting in the Star Wars universe. All offers of work cannot be published.



I am writing to point out an error in a recent Q&A section. In a question regarding a similarly designed jet pack shared by both Jango and Boba Fett, your reply was that the blue and yellow colored jet pack worn by Boba in *Return of the Jedi*, was worn by Jango during the Battle of Geonosis. That is, in fact, not the case. The original question posed by Zachary Griffin is correct in saying that this version of Jango's jetpack is in fact destroyed on Kamino while he fights Obi-Wan. It is the two-tone blue and silver design (a design that only appears in *Attack of the Clones*) that Jango wears on Geonosis. Boba Fett only wears the blue/yellow/silver jetpack in *Return of the Jedi*. While his jetpack in *The Empire Strikes Back* is of the same design, it is differently colored in that it is almost entirely green. Most Boba Fett action figures have the blue/yellow/silver jetpack, while the Hasbro 300th figure Boba Fett has the all-green version. **Scott Casanova (and others!) via email**

You are correct. We apologize for the fault in the answering of the aforementioned question. Those responsible have been fed to the Insider's pet dianoga!





EVERYBODY WANTS TO BE AN IMP... OR COLLECT 'EM

STORMTROOPERS BOTH DESTROYED AND MYSTERIOUS, UGLY LEIA OR BOOTLEG LEIA? PLUS, REMEMBERING THE RENAISSANCE

Why are we usually more fascinated by bad guys? When I was growing up and playing "cops 'n' robbers" with the other neighborhood kids, the older ones always claimed the coolest characters, the ones who were baaaaaaad to the core and had colorful names like Knuckles McQueen or Dastardly Dora. That was fine with me at the time; I always wanted to be a good guy. But why did the baddies always seem to have more fun? Why did they always start the action, and we good guys were relegated to reacting? Thus it is with a lot of fiction, whether

books, video, or movies. Probably a majority of us want the good guys to win in the end – and they usually do – but seeing the bad guys do their thing is where the excitement starts. *Star Wars* is no different. It centers on a character who has both good and evil in him, and we get to see the manipulative evil Sith Master who controls him. Of course, for Palpatine/Sidious to carry out his quest to dominate the galaxy, he needed a little help. So he turned the Republic into an Empire, giving Kenner Products ample justification to make tiny Darth Vader and stormtrooper action figure, which eventually led to grown men and women dressing up all through the

year like it was eternal Halloween. Which is a good thing!

There was a 501st Legion long before there was a Rebel Legion. Let's admit it. Flowing black capes and shiny white armor trump simple capes and hoods that look like they're made from the insides of potato sacks. I don't know whether the Imperial stuff actually sells better than the Republic or Rebel merchandise, but I think the Imps have done a better P.R. job. Just look at *Star Wars* fan movies – the majority center on the baddies or the dark side. Vader and Fett are iconic figures; Luke and Obi-Wan... not so much. Hmm. Maybe it is the costumes!

STORMTROOPER CONUNDRUM

I purchased a loose vintage Kenner stormtrooper action figure several years ago for \$3 at a toy show. The figure is in pretty good condition, especially given the fact that it's most likely been played with and has been loose for nearly 30 years! The figure is now complete (I purchased a vintage stormtrooper gun from a trusted dealer) and became a wonderful item in my prized *Star Wars* collection! Recently however, after buying another vintage stormtrooper and comparing them side by side, I noticed minor differences between the two. After a bit of research, I discovered the second figure I bought was completely normal, meaning the first one was a little out of place.

I observed that the different figure's molding is sharper and more defined than the regular figure's molding on some parts, and vice-versa. Its legs are also closer together. The head of the figure also looks a tad different than the regular figures. Strangest of all is that rather than the figure having a straight horizontal groove on the back of its helmet like that of a normal stormtrooper figure, this one has a very noticeable upward arch between the two black squares. This observation indicates these figures are from different molds. Could this be a variation, or a foreign figure? I would really like to know this unique figure's true origin and why it's different from all the other vintage stormtroopers, as well as its value.

Alex Sweers, Marne, Michigan, U.S.A.



Delving into the history of *Star Wars* merchandise can be a fascinating, if at times frustrating, pursuit. My writing partner on *The Star Wars Poster Book*, Pete Vilmur, has long been convinced that the familiar Tom Jung Style A poster – the very first illustrated *Star Wars* theatrical poster – wasn't available when the film opened on May 25, 1977, and maybe not for a couple of months afterwards. But for something that happened "just" 30 years ago, it's amazing that Pete is still tracking down that last irrefutable bit of evidence to nail his theory. People who should know have hazy memories and detailed records or reports haven't yet surfaced.

The arena of mass-produced merchandise can be as challenging. No one at the time realized that the everyday business decisions they made might

someday become fodder for collectors intent on getting to the bottom of one mystery or another. Clearly, as you point out, these two figures come from different tooling, the heavy metal pieces that are cut to be the molds for thousands of action figures. The vintage stormtrooper figures were in the Kenner line for eight years and must have gone through many generations of molds, some of which account for figure variations. The stormtrooper, along with other figures, was likely made in several different plants in Hong Kong, Macau, Taiwan, and even Mexico. And, of course, Hasbro is making vintage-style action figures again.

As for your specific variation, I'd like to throw it open to all the vintage collectors/researchers out there. Exactly what does Alex have?



POSTER POSER

I recently saw your 30th anniversary edition magazine. I was wondering if you knew of anywhere I could get a poster [right] evaluated.

Robert Harvey, Bordentown, New Jersey, U.S.A.

Pretty good art. Nice version of Grand Moff Tarkin, who, as much of an impact as he made in Episode IV, tends to get ignored a bit these days. You gave me no information on this piece, so I'll have to use a bit of deductive reasoning. Since the poster shows the *Star Wars* Trilogy Special Edition ingot, I'd say it was printed in 1997. (Pretty brilliant huh?). Since the *Star Wars* logo is a bit funky, and there's absolutely no sign of a TM (trademark) symbol or the usual Lucasfilm copyright line, it's a bootleg or unauthorized piece of art. Since it says that there were 1,000 printed, it's probably a good thing for the artist that his signature is fairly unrecognizable. This smacks of something that was done for the convention circuit – especially since you have what appear to my eyes to be authentic autographs of Carrie Fisher, Jeremy Bulloch, and Peter Mayhew. If you paid more than \$25 for the poster, you were robbed. Today, and only if the signatures can be authenticated – which I am not doing from a distance – I'd say the piece could probably be valued at \$50 to \$100.

THE PHANTOM BOOK

Just wondering when your new book on *Star Wars* collectibles will be out? Saw it in the Previews catalog two or three months ago, but I didn't manage to get the date it would be published. I've been searching around the Internet for any info and I'm starting to think maybe I imagined it all. You do have a new book coming out soon, right? When on earth are we gonna get a three hour DVD about your collection and about collecting? Take care, keep up the great work, and have fun!

John-Robin Tveitan, Oslo, Norway

Well, John-Robin, as it turns out I don't have a new book on *Star Wars* collectibles coming out soon! Yes, you saw what you saw, and there was an unapproved cover on various online bookseller sites for a while, but sometimes a publisher jumps the gun and there's a cover before there's a book...or in this case, even a contract. You know, sometimes Sith happens. I'm sorry that for very complicated business reasons, this book isn't going to happen. The good news is that, as I write



this, I'm about to sign a contract with a different publisher to do a very cool *Star Wars* collectibles book that will combine great photography with what I hope will be fascinating anecdotes about this wonderful hobby of ours. Stay tuned for details. As for a DVD of Rancho Obi-Wan, the plan is to do more video visits to R.O.W. for starwars.com in the not too-distant future. And I almost always have fun!

TREASURE TROVE

I noticed in issue #94 you answered a question about the Darth Vader EVA lamp. I just wanted to inform you that I have seen many of these for sale at the Tatooine Traders store – at the MGM-Disney studios in Orlando, Florida, right next to the Star Tours ride. I'm not sure how much they are selling for, but if some die-hard fans have to have one they can probably obtain one there.

Joel Mantey, Marion, Ohio, U.S.A.

Thanks Joel. But beware! Those evil Disney folks have tons of cool *Star Wars* stuff in that store, much of it exclusive. And when it comes to *Star Wars* Weekends every year, the place becomes more crowded than the Cantina on free drink night. Yes, there is always eBay. Aside from the fact that original store



prices are usually cheaper, it's just a wonderful fantasy world for *Star Wars* fans to immerse themselves in – a whole store of nothing but goodies from your favorite saga.



LEIA UNLICENSED

A few years ago I purchased a statue of Princess Leia in her slave outfit on eBay. When I stumbled across it I told myself I had to have it and I got it for roughly \$50. Everyone that I show her to tells me that she looks really ugly, but I think she's beautiful. I have never seen this statue before or since I bought it and I'm curious as to who made it, how much it originally cost, and how much it may be worth today. I'm not sure if it is made of polystone or not but it is fairly light weight compared to Gentle Giant statues that I have, and it doesn't have any markings of any kind on the bottom of the base.

Todd Dantone, Houston, Texas, U.S.A.

Beauty is clearly in the eye of the beholder – and I think your friends must have cloudy vision. This isn't the best Leia I've ever seen, but it's certainly not the worst. I have a "garage kit" Slave Leia that makes this piece look like Miss Universe. That said, this is clearly a bootleg, possibly an assembled and painted garage kit, which, as the name implies, is a limited edition non-licensed kit made in someone's garage or basement, usually out of resin, and sold in certain shops or from person to person. There are so many really beautifully-made licensed Slave Leia pieces available now that I doubt you'd make your money back if you were tempted to sell it.



RARE 501ST?

I was just wondering if the 501st trooper was rare. I tried to find it for months because mine was destroyed.

Bryan-Thomas Belcher,
Camp Lejeune, North Carolina, U.S.A.

Destroyed? Yikes! I hope your fellow Jarheads didn't use the defenseless figure for target practice or something equally unnerving. The limited-edition 501st stormtrooper action figure, which came packed with a small 501st banner and a trading card like the ones that 501st members themselves sponsor, was a Hasbro exclusive at San Diego Comic-Con International in 2006. A small quantity without the Comic-Con logo was sold by the Hasbro online shop. And the most limited version – with a 501st George Lucas card and a special stickered cardback – was a gift to members of the 501st and the Grambling State Tiger Marching Band who took part in the *Star Wars* segment of the 2007 Tournament of Roses Parade.



Photos courtesy
www.nabefacem.com

GAME ON!

Recently, I've been recalling some of my experiences from the first *Star Wars* renaissance in the early 1990s, specifically the miniature and role-playing games produced by West End Games.

I remember playing a starfighter combat game that employed cardboard counters or chits on a hexagonal grid.

The game, as I recall, was very simple, concise, and enjoyable to play. I've done a lot of research online, including searches on Google and eBay, and I've found a few products that may be what I'm looking for, but none include a description of their contents. Would you be able to point me in the right direction?

Ashley Prester, Pawtucket, Rhode Island, U.S.A.

I'm happy to. The game is actually older than you think. It was West End Games' first boxed game, *Star Warriors*, and it came out in 1987. It is exactly as you remember, and should be fairly easy to buy online for a reasonable price. ☺

Please send your questions and comments about collectibles to:

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or email:

starwarsinsider@titanemail.com

making sure to put

YOUR CITY AND COUNTRY

in the email along with your full name.

OR, you may send a written letter to:

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Letters won't be answered without both your name and city. Individual replies aren't possible because of time constraints, but we'll answer the questions of broadest interest in the column. Letters are edited for grammar, sense, and length.

INTERNATIONAL

WORDS: GUS LOPEZ

COLLECTING AN EMPIRE

EXPLORING THE WEIRD WORLD OF RARE *STAR WARS* COLLECTIBLES:
LOOK WHAT UNSUAL GOODIES THE EVIL EMPIRE HAS INSPIRED!

Why are the bad guys always more fun to collect? Although they are terrible shots and lost an intergalactic war to a bunch of teddy bears, the Empire reigns supreme in just about every category available in *Star Wars* collecting and fandom.

The most obvious example is the recent popularity of the 501st among all other fan groups and costuming genres. At *Celebration IV*, there were hundreds of stormtroopers, but few sightings of Luke Skywalker. Dressing like an Imperial has always been in style, and the Thinking Cap company, most famous for propelling the customer into eternal geekdom chic via its Yoda-ears cap, also made a lesser known Imperial Officer's cap in 1980 for *The Empire Strikes Back*. This cap so closely resembles the on-screen costume piece, that it will take your breath away (literally, if Vader is standing by).

Today there are still opportunities to dress as an Imperial. Master Replicas recently announced and took preorders on an upcoming Episode IV stormtrooper helmet available in an edition of 2,500 for worldwide distribution. The images demonstrate that it's one of the most authentic stormtrooper helmets made and designed for wear, with a padded interior. Clearly Master Replicas studied the original props and listened to die-hard fans as these helmets have the same bubble lenses and asymmetric design as seen on the on-screen stormtrooper helmets.

Industrial Light & Magic (ILM) has been known for years for its sense of humor in special employee apparel, and the Empire served as the perfect backdrop for a series of three "Propaganda" shirts made during the production of *The Phantom Menace* to remind ILM employees not to divulge

secrets of the story. These T-shirts and posters used a motif from World War II-era propaganda posters encouraging the civilian workforce be tight-lipped about defense production. There are three different T-shirts, one featuring the Emperor and his trusty (although questionably competent) Royal Guards stating: "The Empire is Watching" with graphics similar to a Soviet propaganda poster. Another shirt uses a Big Brother theme with a massive Vader head that reads: "The Empire is Listening." Finally, another design is a nod to World War II battleship production with the *Millennium Falcon* pictured alongside the slogan "Loose Lips Sink Starships."

EVIL PLAY

The popularity of the Empire is apparent from the multiple playsets and vehicles from the vintage Kenner line, such as the Imperial Attack Base,



Photos by Gus Lopez



Imperial TIE Fighter, and Imperial Troop Transport. One of my favorites has always been the Imperial three-pack set, one of the more obscure, but now highly collectible action figure packs from *The Empire Strikes Back* line from the early 1980s. However, the all-time favorite vehicle from the Empire is the Imperial Shuttle toy from the *Return of the Jedi* line. Kenner outdid itself with this massive vehicle with folding wings and detailed likeness of the film vehicle. Years after the *Return of the Jedi* line, this remains a popular toy even after being reissued by Hasbro years later.

In 1979, Nabisco did an extremely popular *Star Wars* promotion on boxes of Shreddies cereal in the U.K. with cardboard scenes on the backs of the boxes and Letraset stickers inside to paste onto the scenes. There were four scenes in all to collect, and the Empire dominates all four cereal box designs

as each scene shows the stormtroopers attacking, with two of the scenes set on the Death Star. The idea is to place the hero stickers onto the cardboard scene as targets of the stormtroopers' blasters, although in keeping with stormtrooper firing accuracy, it's more appropriate to place the heroes outside the line of fire.

One of the most clever unproduced products with an Imperial theme was the Darth Vader lamp considered as an extension for the Riddell line of helmets in the late 1990s. Riddell made a series of .45 scale helmets of *Star Wars* characters and was considering other products based on those helmets. SOEDA, a design firm formed in Cincinnati by former Kenner designers, came up with the *Star Wars* helmet concept that Riddell offered at retail. One of SOEDA's product ideas was the Darth Vader lamp with Imperial logo and

Vader's lightsaber all along the lampshade. The product never made it to market as the initial small helmet product was cancelled, so only a handmade prototype of this lamp exists today.

George Lucas was given the honor of serving as Grand Marshal of the 2007 Tournament of Roses Parade and to commemorate the event, members of the 501st were asked to parade in full stormtrooper costume as part of a major *Star Wars* presence celebrating the film's 30th anniversary. An obscure collectible from this event was the 2007 *Star Wars* Spectacular pin (still available for order at time of writing) depicting a stormtrooper as a nod to one of the largest gatherings of *Star Wars* fans in Imperial costume ever assembled. Although the Empire is no more, the fans have spoken with their costumes and their collectibles. ☐

DEATH STAR CONFERENCE ROOM

RULING THROUGH FEAR AND INTIMIDATION

The Death Star conference room began as a vague idea of George Lucas. He knew he wanted a round room based around a round table and asked production designer John Barry to work out the details. "Intellectually, it's all wrong, because of the fact that they're the enemy; the interiors should really be very angular. But it works," said Lucas.

He approved Barry's drawings and they were sent to the art department to generate detailed blueprints. Plans for the Death Star conference room were drafted on March 12, 1976. Other areas of the space station were drawn up around the same time and construction commenced quickly. The conference room set was erected on Stage 1 at Elstree Studios. In the center, 12 chairs surrounded a highly polished black round table like a dark version of where King Arthur's knights might have gathered.

"I designed the chairs so they were all basically the same, with a slit in the back," said Barry. "Those chairs weren't quite like anything we could have bought, particularly in the number we needed, so we made them." Grand Moff Tarkin's chair was made with a taller back to accent his importance as commander of the station.

The most memorable scene in this room was filmed on May 3, 1976. A meeting of high-ranking officers is assembled to discuss the end of the Imperial Senate and the Death Star's role in the Empire. Admiral Motti believes wholeheartedly that the Death Star is the key to the Empire's domination. "This station is now the ultimate power in the universe. I suggest we use it!" he exclaims. His exaggerations and flagrant dismissal of the power of the Force brings the wrath of Darth Vader. An invisible grip tightens around Motti's throat. Sound designer Ben Burtt came up with a unique

sound effect for this moment. "The actual crushing of the officer's neck was produced by putting some walnut shells in a grapefruit rind and then crushing the whole thing," Burtt explains, "so you got a smooshing and crackling all at the same time. It seemed to sound like his neck was being broken." Actor Richard Le Parmentier flexed his neck muscles during his performance to further add to the realism of the scene.

Admiral Motti lives only because Grand Moff Tarkin interrupts, demanding that Vader release him. While Tarkin may not be "holding Vader's leash" as Princess Leia put it, he is the commanding officer of the station so Vader respects his authority. This was not the first time Peter Cushing had played the role of master to David Prowse, the actor behind the black mask. In 1974, Cushing portrayed Baron Victor Frankenstein in the film *Frankenstein and the Monster from Hell* and Prowse was his monstrous creation. Prowse played the monster twice in his career in different prosthetics and makeup, but Cushing said "He looked far more imposing in black leather years later in *Star Wars*." Preferring to loom behind Vader was an imposing figure. No other Imperials dared speak against him. ☐



GRAND MOFF TARKIN

Tarkin's role grew a great deal during the evolution of the movie's script. When Darth Vader evolved into a permanently masked character Lucas felt he needed a strong human villain as well. Famed horror movie actor Peter Cushing was his first choice.

ART

Plaques worn on an officer's chest denote their rank in the Empire. The rectangular badges were created simply by mounting combinations of blue, red and amber plastic push button switch covers on metal plates. Grand Moff Tarkin's plaque consists of six blue rectangles over three red and three amber.





SET

Production designer John Barry originally wanted a dark navy-blue steel color for the Death Star interior walls. However after various lighting tests the color proved to be too dark. They just could not light the conference room well enough so the walls were ultimately changed to a lighter gray.

ART

Imperial officers carry code cylinders in their pockets to access secure areas around the Death Star. In reality, these small props were pen-style radiation dosimeters. They measure the radiation exposure of the wearer when working near nuclear materials. The 0 to 5 rad ("radiation absorbed dose") numbered scale is read by looking in the top.

DESIGN

The sphere in the center of the table is a holoprojector used for tactical displays during strategic meetings. Authorized personnel can also use it for holographic communications.

COSTUMES

The costume department was unable to get Peter Cushing big enough boots for his size 12 feet before filming. When necessary he endured painfully small boots, but most of the time he was only wearing carpet slippers.

CAST

Richard Le Parmentier, Admiral Motti, went on to play a reporter in *Superman II* alongside his ex-wife Sarah Douglas, the evil super-powered Kryptonian Ursa. He's also appeared in other popular films such as *Rollerball*, *Reds*, and *Who Framed Roger Rabbit*. He's now a screenwriter for film and television in the U.K.

THE SCRIPT

In the fourth draft of the script, after Vader is told to release his chokehold on Motti, he crushes one of these metal cups with the Force in frustration.



HOW TO DRAW: EMPEROR PALPATINE

EVERYONE LOVES TO HATE THE EMPEROR, AND AFTER THIS LESSON YOU'LL LOVE DRAWING HIM TOO!

You'll need pencils (a #2 will work if you don't have fancy art pencils), an eraser, and paper and, oh yes, your Force Draw skills. If you're new to drawing, you can use printer paper to practice on. I used an HB pencil and Copic markers on Bristol Smooth to draw the Emperor. Remember: Try not to apply too much pressure with your pencil as you draw. Use your whole arm to draw, not just your hand! Be confident in the marks you make and don't worry too much about drawing perfect ovals or lines. Think about filling the whole page with your sketch.



1



STEP 1

Draw an oval shape for the head. Add guidelines to help with the placement of the facial features. Remember, when drawing the human head, place the eyes in the middle of the skull. A common mistake made by young or new artists is to draw the eyes in the upper third of the skull. The eyes are actually in the horizontal center of the skull.

STEP 2

Sketch lines around the head to indicate his hood, as well as shoulders. It's important when drawing a portrait to always draw shoulders and not just the head, which will look odd!

2



3



STEP 3

You can now start adding facial features. When drawing the nose, try to resist the temptation to draw lines to define the sides of the nose.

STEP 4

When inking your sketch, determine which lines you wish to trace and erase the rest. Varying the line weight can make your sketch more expressive. If you don't have professional artist inks and you just want to practice, you can use a fine Sharpie. Or, you may want to start applying color and skip the ink all together. The choice is yours!



5



STEP 5

You can use markers, paints, pastel, or even Photoshop to color your work. There are lots of helpful books on the subject of color, so start reading about this complex and fascinating subject. When coloring the Emperor, I used cool greys in his cloak, and warm greys in his flesh.

STEP 6

In the final step, I added different colors into his flesh, especially around his eyes. I also used a colored pencil (French Gray 10 percent) to add a bit of texture to his cloak. Try adding a background of your own!



Remember, don't be afraid to experiment, especially if this is your first drawing. Be confident and expressive, and most importantly, keep drawing even when it feels challenging or too hard. Persistence and practice is the key to becoming an accomplished artist! Good luck!

Find more drawing tutorials at starwars.com/kids

To find out more about Cynthia Cummins and her work visit her site at cynthiacumminsart.com

BANTHA TRACKS

VOL. 27

BY THE FANS,
FOR THE FANS.

SUMMER TIME TRACKS

Summers can be the busiest time for *Star Wars* fans, given the conventions, parades, community events, Disney *Star Wars* Weekends, and, of course, *Star Wars* weddings that all seem to happen more often during the vacation months.

This summer was even busier, if that's possible. It's the 30th anniversary year of *Star Wars*

after all, and in addition to all the other fun, there was Celebration IV in the United States, Celebration Europe in London, and a big anniversary presence for *Star Wars* at San Diego Comic-Con.

Look for more on Celebration Europe and San Diego Comic-Con International on *StarWars.com*, and enjoy these summer photos from your fellow fans and *Bantha Tracks* readers.

DISNEY STAR WARS WEEKENDS

Now a summer tradition for *Star Wars* fans, the themed weekends at Disney's MGM Studios in Orlando, Florida, draw families for days of fun in a *Star Wars* setting.

Left: Logan Greer (blue Mickey shirt) joined other young Padawans in one of the Disney *Star Wars* Weekends parades this summer.



Above: "My son, Michael Brosseau, dressed up like Han Solo for *Star Wars* Weekends," writes Michael's father, Jason Brosseau. "He had a lot of fun and was a big hit with other guests and the Disney costumed characters alike." Jason reports that Michael, age four, is a fan of *Bantha Tracks*. Enjoy your picture here, Michael!

Bantha Tracks Submission Guidelines:

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of *Bantha Tracks*. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions will not be returned. Each submission must include the creator's name, age, contact information, date

the work was created, and a statement that the work is original, created by the person submitting it, and that the person is a member of the Official *Star Wars* Fan Club.

Send electronic files to banthatracks@starwars.com, or send your snail mail to *Bantha Tracks*, c/o Mary Franklin, P.O. Box 20901, San Francisco, CA 94912.



STAR WARS WEDDINGS

Above: Diego Arevalo and Rebecca Alas were married in a beautiful Star Wars-inspired wedding in Argentina. "We called ours 'Episode X: The Wedding,'" writes Arevalo. "It was the first Star Wars wedding in Argentina. I hope not the last one."

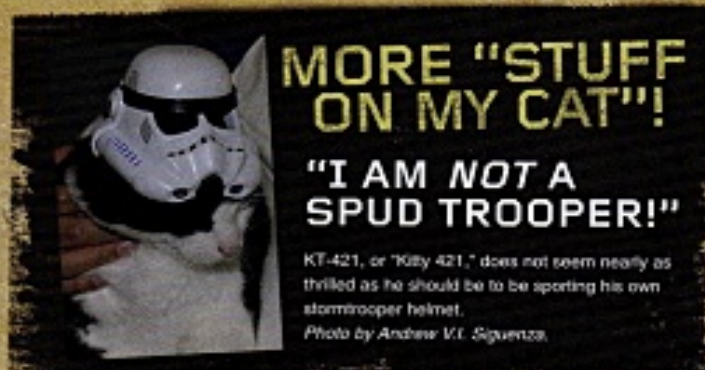
Left: Bridesmaid and Rebel pilot Charlie Baker made the wedding cake for her friends Jerry Roberts and Cindy Scoggins. The cake, a two-foot replica of R2-D2, was nine layers tall, and had three lenses imbedded in his dome with blue lights, some of them flashing.



BOSSK PARTY!

Bossk Party! Original art of the hippest bounty hunter in the galaxy, Bossk, by Evan "Rainbow Droidika" Cantanis of Monmouth, Oregon.





SWEET SITH MUSIC

Maestro Michael Krajewski steps aside and allows Darth Vader to conduct the Santa Rosa Symphony Orchestra during a summer performance. Members of the Golden Gate Garrison of the 501st Legion acted as ushers, and yes, even did a little guest conducting. Photos thanks to Bob Lat.



Above: "Looking at the photos of the Fan Club Breakfast at Celebration IV makes me want to go back and re-live it!" writes Meg Hausenicht of Phoenix, Arizona. Meg and her son Steen were very excited to meet special guest Jay Laga'aia at the breakfast, and "he was really wonderful to us."



Left, above and right: Star Wars generations at Celebration IV
Photos by Henry Herrera (see more overleaf)



EDITORIAL

CELEBRATION GENERATIONS

10 • 525 • 550 •

Photos by Henry Herrera



When I describe a Celebration to my friends who are not *Star Wars* fans, I sometimes get the feeling they imagine the event as one big gathering of geeks who have yet to grow up. It's hard to get across to the uninitiated the vast scope, depth, and breadth of the *Star Wars* fan community. We're all there having a great time, sure, but behind every fan at a Celebration there's a different story, a different journey that sets each one apart.

Often – and I see it more with every passing event – there is a family, too.

Parents are raising their kids with a love of the galaxy far, far away, and it's about far more than just the movies. Sure, the kids know how to talk backwards like Yoda, and they know what color lightsaber Luke had in *The Empire Strikes Back* vs. what color he had in *Return of the Jedi*, and they might have persuaded their parents to let them open up and play with some of their *Star Wars* toys. But when I see entire families

enjoying the Celebrations together I can't help but think the line of C-3PO's from *Return of the Jedi*: "We are now part of the tribe."

The tribe of *Star Wars*. It extends beyond the immediate family that costumes together, beyond the local Fan Force group, and even beyond the worldwide groups like the 501st and Rebel Legions. The tribe includes every teenager who has ever watched a sunset, imagined there were two suns there, and dreamed of a bigger, better life in another place. Members of the tribe might have a dozen spot-on costumes from the movies. They might have only watched *A New Hope* a few times, but still feel nostalgic when they hear the Main Theme. The tribe has room for the fan who has a warehouse full of *Star Wars* toys, and for the person whose only *Star Wars* possession is a dangling *Millennium Falcon* that hangs inside the windshield of her car.

It's a tribe with a global web made of threads as unique as every individual who weaves them, but bound together with

a certain common affection for the characters, story, and message of the *Star Wars* movies. As parents initiate their kids, the tribe grows richer with different personalities and talents and preferences.

Those parents are making memories with great experiences for their kids – the Celebrations, the Disney *Star Wars* Weekends, local events and fund-raising efforts – working and playing together while they introduce them to other people who like to have fun and do good, too.

Keep it up, *Star Wars* parents. You are doing an awesome job. And for your tribe there are many, many more good *Star Wars* memories to come.

Get in Tracks!

Mary Franklin

Mary Franklin
Editor, *Bantha Tracks*



INDIANA JONES

WORDS: J.W. RINZLER

INDY VAULT #4

HORSING ABOUT

YOUNG INDY MISSES THE BOAT... ER, HORSE

Never-before-seen storyboards (possibly by David Jonas), dated April 21, 1988, reveal young Indiana Jones' botched leap into the saddle. When filming *Indiana Jones and the Last Crusade* later that September, River Phoenix added a horse-summoning whistle and Steven Spielberg added Indy's POV of the horse's saddle (it was a long way down). In the drawings, Indy lands on his butt; in the film, his landing is not so vaudevillian, though it's close.

One thing that didn't make it into the film was a room in young Indy's house. The final movie has young Indy bursting into his modest home after eluding the bad guys, and running into his father's study. However, production designer Elliot Scott had sketched a watercolor, also unpublished, of the interior of "Young Indy's room" (as he had for all the film's interior sets), as at least one scene was originally going to take place there. Of particular note are the two pyramid models, which may have been meant to represent two of the three at Giza, and the bicycle hanging from the wall. Anyone who's watched Spielberg's films knows that bicycles are omnipresent, particularly in the 1980s - from *E.T.* (1982) to *Empire of the Sun* (1987) - and it would seem that Indiana Jones had one, too.

TSR-2-009

4/21/98



CAM WITH INDY AS HE HEADS FOR HIS HORSE ---

WONG 1A

TSR-2-009

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--WHICH IS ON A LEVEL BELOW HIM-- INDY DOESN'T BREAK STRIDE --

WONG 1B

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--LEADING TOWARD HIS HORSES BACK AND THE SADDLE-- BUT THE HORSE, SPYING A BETTER CLUMP OF GRASS MOVES FORWARD --

WONG 1C

TSR-2-009

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--AND INDY CRASHES ON HIS BUTT.

WONG 1D



YOUNG INDY'S ROOM

COMLINK

CAUSE FOR CELEBRATION

FANS SHARE THEIR STORIES AND PHOTOS OF THE STAR WARS UNIVERSE

From tales of David Prowse meeting Darth Vader (How? Read on!) to the girl who was scared of the dianoga (we know the feeling!), to the Threepio who cracked up the Empire, and the definition of a "Swift,"

you have all come up with some fantastic Star Wars stories. Don't stop! And don't stop sending those Bounty Hunter photos! We've got two great winners this month, but we want more!



Vader (Mark Gau) readsies the troops!

A GIANT FAN!

I love any articles that you do on the 501st Legion, of which I am a member. My fondest story of the original movie is seeing it with my family in a local shopping mall that no longer exists. I was nine years old and we had bought our tickets and decided to eat at a cafeteria across the hallway from the theatre. Needless to say, I was so excited that I could hardly focus on my meal. I was telling my parents all the latest rumors that I had heard about the film. We finished and I ran across the hallway to get in line. I remember seeing the people exiting and commenting on how good it was. That made me even more excited. Once we sat down, I recall looking at the ceiling and staring at this huge air conditioner duct that was identical to the large canon on the Death Star. I couldn't believe it! The best part was my sister falling asleep just as the battle scene was about to take place.

The second best memory was during *Return of the Jedi*, my 7'2" friend and I (6'8 1/2") were watching



Dave Prowse meets a familiar figure.

the movie in the theater and my friend yelled: "I want one!" when he saw the Ewoks for the first time! Now, at nearly 40, I love it as if it were yesterday.

I troop as Darth Vader for the Ohio Garrison and have been a member for two years. At *Celebration IV* I got the privilege of having my photo taken, in costume, with David Prowse (the actor who played

Lord Vader). Here are a couple of pictures from *Celebration IV*. It would great if you could share them with the world!

Mark Gau, Dayton, Ohio Garrison SL-7131, U.S.A.

Great to hear from you Mark! We hope you like the article about the legendary 501st on page 43!



James Cork as Obi-Wan Kenobi hides out in Montreal!

TEMPTED BY A GOLDEN SITH LORD!

One day, just before Christmas 1997, I went down with my dad to the local shopping center. At the top of one of the shelves I spotted this fantastic VHS box designed around a golden Darth Vader mask. I looked up at it and said to my dad, "I want this!" At that time I didn't know anything about the story or characters except for the breathing of Vader and buzz of lightsabers. I watched the three films and was totally blown away, even though it was the full screen version on a small TV and in French!

I am currently studying cinema in Montreal and come from Switzerland. I like to dress up as Obi-Wan Kenobi every so often at conventions and events.

James Cork, by email



Sony Ruiz proposes to Lisa M. Garza at Celebration IV (She said "Yes!") Congratulations, guys!

STAR MOM!

When *Star Wars* opened in 1977, I had just graduated from high school. Like nearly everyone else in the world, I was simply blown away and shelled out my hard-earned dollars several times to see it! Most of my friends went head over heels for Han, but I fell in love with Luke. He and I seemed to be poised at the same spot in life. I too was getting ready to leave the farm where I was raised to go off to new adventures in an unknown world: college! As an adult, it was great fun introducing my daughter Kimber to the original classic movies. She became quite a fan in her own right, and was just as



WRITE TO US WITH YOUR COMMENTS

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Mentioning *Star Wars* in your subject header. Please include your full address in your email. We will only print your full address if you ask us to. Letters may be edited for publication, so please try to be as concise as possible. Don't forget that *Star Wars* questions should be directed to the Q&A column. Please do not send unsolicited ideas, articles or art for *Titan* or *Lucasfilm*. Artwork submitted must be strictly limited to characters, vehicles and scenarios already existing in the *Star Wars* universe. All other artwork cannot be published.

excited as we were when each of the prequels was released. Ironically, in 2005 when Episode III premiered, she was set to graduate from high school the following week. She and some friends dressed for the midnight premiere (left), a true testament to the intergenerational appeal of *Star Wars*! Kathy Buckmaster, Wake Forest, North Carolina, U.S.A.



Zachary (with his brother Mason) shows off his LEGO Empire!

ZACHARY STRIKES BACK!

About two months ago, my son Zachary was diagnosed with an uncommon form of leukemia. He goes for chemo treatments monthly and has to take more medicine than I can count. As a parent it is so difficult to see your child go through this.

Whenever we go to hospital, we always bring the *Star Wars* movies to watch. Just like some of your readers, he is always asking questions about certain scenes. When he was first diagnosed, he was very upset, but his spirits quickly changed when he saw the hospital had an R2-D2 mailbox

outside. You should have seen the smile on his face!

Zachary has built some amazing LEGO models during his illness. Even at home during his medication times he carries on building! This has kept his spirits high, even during the tough times. *Star Wars* has kept a smile on his face and joy in his heart and for all this I thank George Lucas and everyone at *Insider*.

Michael Chapman (Zachary's Dad), Morris, Illinois, U.S.A.

Good luck, and may the Force be with you, Zachary!

STAR SOUNDS

My first *Star Wars* memory is playing my *Star Wars* album over and over. The *Star Wars* music took up side A and part of side B. The rest of side B was *Close Encounters of the Third Kind*. Since the *Close Encounters* music creeped me out, I had to be quick to pick up the record player needle after the *Star Wars* music ended.

In high school I met my best friend, who hadn't seen *A New Hope* all the way through (she had been scared of the dianoga in 1977) and had never seen *The Empire Strikes Back*.



Laura's multi-award winning art

Over time, she redecorated her room from a General Hospital theme, to *Star Wars*. Years later, she posed for Greg and Tim Hildbrandt as Princess Leia for their *Star Wars* trading card set (*Shadows of the Empire*).

I recently made a 3-D painting called "Star Wars 30 Years." When I displayed it in the art show at a convention, I was shocked when it won THREE prizes: Best SF, Best 3-D and Best in Show! **Laura Guiles, Metuchen, New Jersey, U.S.A.**

Congratulations Laura! Thanks for sharing your fantastic painting with us!

WHAT'S IN A NAME?

In response to the question of what to call *Star Wars* fans, my wife and I have that same problem with our lectures. We both teach sociology and often utilize *Star Wars* as examples in our classes. In fact, I am teaching a class this autumn called "Introduction to Sociology: and *Star Wars* Edition" at the College of Lake County, in Grayslake, Illinois. Last year, we studied nearly 8,036 *Star Trek*, *Superman*, and *Star Wars* fans.

The results showed that most media stereotypes of fans are incorrect. *Star Wars* fans are socially active, charity minded, educated, and earning incomes commensurate with others.

Yet, what to call our fellow fans? We came up with the name "Swifts" (*Star Wars Fans*). The name connotes the fast paced action of the films and the energy and passion of fans.

John, Mary Jo, and Nicky Tenuto, Burnee, Illinois

If *Star Trek* fans are called Trekkies or Trekkers what are *Star Wars* fans called? About 10 years ago a friend of mine asked that question and without even stopping to think about it I replied with an answer that I still use today. What are *Star Wars* fans called? COOL!

Marc Bergstrom Jr, by email

Two interesting suggestions there. Maybe we're all "Cool Swifts!" Some German fans call themselves "Star Warslers!" What do you think the best nickname is for *Star Wars* fans? Let us (and fellow fans!) know.

BOUNTY HUNTERS

Meet the stars, show the evidence, win the bounty! *Star Wars Insider's* Bounty Hunter section is sponsored by Kotobukiya. Each winner will receive a super Kotobukiya *Star Wars* statue, worth about \$100!

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ALWAYS A PLEASURE TO MEET A FINGER?

Celebration IV was my first *Star Wars* convention ever and I was having a blast! The best part was meeting Temuera Morrison who complimented me on my red *Star Wars* jacket. I told him that I had bought it from the **Celebration** store. He asked me to take him to the store, as he wanted to buy one for himself and his son! He was such a nice guy that when I went back to get a photo with him he recognized me and told me to come

to the front of the line! My mom took a picture, but when we got home we found that my mom's finger was covering Temuera's face!

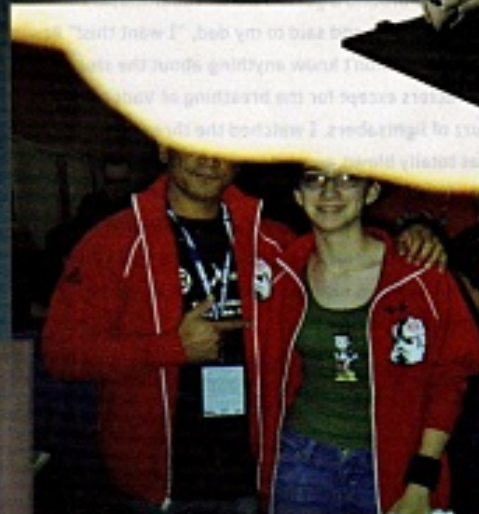
Emily Thompson, Frederick, Maryland, U.S.A.

Don't worry Emily, we like the photo enough to make you a winner this month if you promise to send us a photo without your mom's finger next time!

THUMBS UP FROM A SITH LORD!

This photo was taken at **Celebration IV** in Los Angeles. One of the great things about CTV was the chance we had to chat with so many actors and behind-the-scenes crew. They were full of stories and memories, and were so overwhelmed by how much they are loved by the fans. Amongst the many celebrities I met, here's a shot with the kinder face of Darth Maul, Ray Park! **Ian Trussler, Surrey, U.K.**

If you can get Darth Maul to give you a thumbs up, then you're winner with us!



STAR WARS INSIDER PHOTO REPAIR KIT
Just for you, Emily, we've put together your very own Temuera Morrison photo repair kit! Simply cut out the head opposite and place onto your photograph!

NEXT ISSUE....

"I AM A JEDI, LIKE MY FATHER BEFORE ME!"
- LUKE SKYWALKER

STAR WARS
THE CELEBRATION CONTINUES....

LUKE & LEIA!

MARK HAMILL

IN AN ALL-NEW INTERVIEW EXCLUSIVELY WITH **INSIDER**,
MARK HAMILL REVEALS HE'D RATHER HAVE BEEN
HAN SOLO THAN LUKE SKYWALKER!

CARRIE FISHER

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WIT AND WISDOM OF THE DIVINE CARRIE FISHER!

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"WELL, IF I CAN'T MAKE THE COVER OF STAR WARS **INSIDER**,
WHAT HOPE IS THERE...?" - MARK HAMILL



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A new addition to Hasbro's prized signature series of Star Wars action figures has arrived, and it's only at StarWarsShop – Concept Grievous!

General Grievous, the ruthless General of the Separatist Droid Army, began as a series of concept sketches. You might remember this version of General Grievous from the "Making of Grievous" Web Doc posted on starwars.com. After receiving direction from George Lucas, the concept art team at Skywalker Ranch rolled up their sleeves and came up with dozens of designs, including one by conceptual artist Warren Fu.

In Fu's original artwork, the droid commander exhibits a more humanoid form than what we see in *Revenge of the Sith* – his cold, calculating efficiency, however, is still readily apparent in the smooth metal casing and skull-like head. Fu's artwork provided the direction for the Grievous that appeared in Episode III, and has been accurately reproduced by Hasbro with the new, exclusive Concept Grievous action figure.

Note: Prototype pictured; final product subject to change.

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Availability: StarWarsShop Web Site

\$19.99 "Sith Circus" Only

\$34.99 "Sith Circus" and "Circus" Set

Composed in the spirit of the retro-inspired 1978 "Circus" poster for Star Wars, this brand new illustration by artist Matt Busch brilliantly captures the adventure, excitement, and emotion of Revenge of the Sith in a fresh and unexpected way.

Fans of the 1978 poster will note that many of the compositional elements of the "Sith Circus" artwork have been reversed to accommodate a side-by-side presentation with the 1978 original. Together, the two beautifully showcase many of the heroes and villains from both trilogies.

Fans who buy both posters may want to display them in the order they enjoy watching the movies – prequels first or prequels last – since the posters display beautifully either way! Both posters measure approximately 27x40 inches and are a StarWarsShop exclusive.



Note: Prototype pictured; final product subject to change.

Exclusive *The Empire Strikes Back* Boba Fett VCD

Availability: StarWarsShop Web Site

\$44.99

Medicom's *The Empire Strikes Back* Super-Deformed Boba Fett figure is in stock! This new figure features green gauntlets, yellow knee and shoulder armor, gray boots, and an original Empire version blaster rifle.

In addition, the Empire Fett comes packaged in a stunning new box that complements the character's classic deco scheme, and features a window-box front. Fett measures approximately 8.5 inches tall and includes a removable blaster rifle and pistol. Quantities are limited, and there will be only one production run. So act fast to own yours today!

This release is hot on the heels of last year's Super-Deformed Return of the Jedi Boba Fett.





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That's because the first production run of this set is a Limited Edition featuring new sculpts of classic characters on a square base, labeled with the *Star Wars* logo in silver. Subsequent production runs will revert to the unlabelled base.

So hurry down to your nearest new *Star Wars Miniatures* retailer and get the collectable that's playable.



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